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OF AMIGA AND CD32 GAMEPLAY!

amiga

FORCE



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ACTION THAN YOU CAN
STOMACH?** Find out inside...

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INTERGALACTIC
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JANUARY 1994

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Inside: CANNON FODDER REVIEWED ■ FRONTIER GUIDE
■ URIDIUM II TIPS ■ CD ROUND-UP ■ PD LOWDOWN

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Make a retard

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TUNE TO 100FM.
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.

Give up your seat on the tube every day

Take a bath in milk

Climb a tree

Wish 'It's a wonderful life'

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Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to jazz on B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Make a cake

Get on a bus you've never been on before

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a Hammer all day

Plant your teeth

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy tale

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Mimic a Woody Allen joke

Tell the truth for a day

Screen

Put the kettle on

Take up knitting

Listen to Rodigan's next show, in the park

Spend an afternoon speculating on how to make a million

Forgive someone

Do one thing to make the world a better place to live

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Wink at someone ugly

Buy the next record you hear on KISS

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Turn into Caesar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only food as much water as you need

Learn a new word every day

amiga

FORCE

■ ISSUE 14

■ JANUARY 1994

W



6 NEW YEAR CELEBRATIONS

The lowdown on what to expect in 1994, including a look at Deluxe Music.



JUST AROUND THE CORNER

Search and Destroy plus a Granfin Graphics round-up.

10

FORCE NINE MAIL

Chris returns with more answers to your letters.

12



STARDUST

Another scorchin' Stardust may not get the RR, but it still makes an AMIGA FORCE Reveal!

22



MORTAL KOMBAT RAVE REVIEW

Reviewed in full (really!). Is Mortal Kombat all that it's cracked up to be? All is revealed!

16



RICH PICKINGS

Cannon Fodder... Glitchtale... D'Generation... Body Blows Galactica... a veritable plethora of top hits!

25



4

amiga

■ JANUARY 1994

What's here?

Contents!

REVIEWS INDEX

FULL-PRICE/ PLAYTEST

■ Mortal Kombat	16
■ Stardust	22
■ Sub Command	28
■ Mean Arenas	28
■ Special Edition Pinball	28
■ Jet Strike	31
■ Globule	32
■ Magic Boy	34
■ Body Blows Galactic	36
■ Overdrive	38
■ Alien Breed 2	40
■ Cannon Fodder	42
■ D'Generation CD	44
■ Sleepwalker CD	46
■ Dino Detective Agency	48

BUDGET

■ Personal Stereo/Cassette	\$9-99
■ Indy 500/Quack	\$9-99
■ F-25	\$9

MEAN ARENAS

Another 50+ Amiga Revs, Mean Arenas has had us at it since last month and it doesn't disappoint. Check out the full story on page 28 — it's a knockout!

26



60 TIPS SECTION

Frontier Players' Guide,

Urthium II tips, Pinball Dreams guide, Nec-Machines maps and tips!



BUDGET BARGAINS

Another wonderful selection of the latest budget hits and flops!

50

74 LEMMINGS LIFELINE

Two more stages played, tipped and solved.

CUT-OUT 'N' CHEAT

More great codes, cheats and tips especially for all those lovely new games you all get for Grumble!

77

82 NEXT MONTH

What's in store for issue 15 of AMIGA FORCE?

Read all about it!



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EDITORIAL
DEPT
25 HATFIELD
BUCKS HP23 7JY

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Impact

AN IMPACT LEISURE
MAGAZINE

AMIGA FORCE is brought to you
in the event you missed:
COMMODORE FORCE
SNES FORCE
MGA FORCE MEGA
MEGA MACHINES

Read all about it!

New Year Knockout!

Wow! Christmas has brought with it a deluge of games, with many being real crackers (pun intended). Arguments a plenty over the rave review award were nearly inconclusive, simply because of the quality on show here. First off, we received *Standart*, which, with its knock-out graphics and simplistic yet enthralling gameplay, was sure to get the award. Not so, though, when our final Mean Arenas arrived. We'd already been bowled over by the previous game that we'd seen, and the finished version didn't let us down! The fight was on... With deadline rapidly approaching, and a decision still to be made, *Mortal Kombat* and *Cannon Fodder* crashed through the letterbox, sending reviewers into a state of shock. Four great games to choose from — life had never been so complicated! The victor? The *Game Review* says it all...

The dust will still be settling around the Christmas sales of the CD32 by the time you read this, but the signs for a Commodore Christmas are good. Okay, the adverts aren't up to much, especially in the face of life Mayall and co., and the software support is still a bit lacklustre, but this is the machine of the future.

A few more stores stocking the machine and half a dozen, or so really hot games and the story will be an altogether different one. Hopefully, 1993 will simply be seen as somebody putting the key in the ignition — 1994 should see the machine kick-started and running away from the competition!

NODDY HITS IT BIG...



VIDEO NASTY?

Commodore UK have obtained a High Court injunction preventing Acorn Computers distributing their educational video, *The Home Computer Manual*.

Although presented as a beginners' guide to using computers in the home and in the office, Commodore claim it has been produced as a means of knocking the performance of competitors such as Commodore and Atari, and seriously misrepresents the Amiga range of computers.

The *Arctos*, for example, is shown running only games, despite the huge range of productivity and all packages available for the machine. This claims Commodore is not a fair representation of a computer that's potentially capable of running the office and educational packages shown in the video.

The injunction has been granted for a short while only, and Acorn deny liability. The case continues.

Their Jumping Bean Go have released *Noddy's Big Adventure* as educational game for three- to six-year-olds.

Based on Fred Brown's

Toy Train character, this game includes a simple Simon-like sequence game, a series of mathematical exercises and even a fully functioning word processor enabling children to create stories using words and pictures.

Noddy's Big Adventure costs £24.99 and is out now.



TREBLE TRI

Plenty recently released a further three volumes of their Treble Action adventures, offering three games per package for just £24.99.

The first, *Volume 1*, has *Time for Tea*, *Grabbers* 1 and *Knights*. The second, *Volume 2*, has *It's a Secret Problem*, each of its 10 levels full of fun, brain and a bit of magic. From the second is...

construction class, you have to build the right hot past all manner of foes. Using bottles, bottles and the like to do away with them. Not everybody's cup of tea, but the peak of the bunch.

Ghostbusters is a good little game, not as good as the original. Old game, but worth it

for the music. The last levels a bit slow, but, once you get going, it's not too horrible. *Robbers*, on the other hand, is incredible. Heavy fire and a game that you'd choose to play, let alone trip.

Like with *Thorn*, adventures known as the *Three Brothers*, the first story...

of the fourth volume, it's hardly a factor of a game, but some of the new bits of *AMIGA FORCE* weren't too far off by the end of the thing. The time and about dates the better for a truly amazing. Finally, more of the secret adventures of the book, which takes some getting into, but is quite enjoyable at





ALIVE AND KICKING

The LVE '83 event held in Olympia in September of '83 proved to be a huge success. Over 140,000 visitors turned up, with more anticipated at the next show, which means a show across town to Earls Court.

For those who missed out, LVE '83 covered all manner of home entertainment and consumer electronics, including video and computer games.

With other attractions including a Real World Village and Home Cinema Promenade, it gave a glimpse of how things will be in the near future.

Those interested in Live '84 should pencil in 20 to 25 September in Earls Court.

MENZIES GET SEEDY

The latest store to succumb to the delights of the Commodore is John Menzies, who now stock

Commodore's 32-bit wonder. While not exactly earth shattering news, the sign is that the machine is clearly being accepted by the industry and every other thing it sells is easy to sell.



TRIPLE ACTION



the seller. The graphics are good, anyway!

Volume 1

Whether it's a couple of racing games as fast as lightning, the joys of the Search in Crazy Cars 4 which is much more than a racing game. Testing endurance and precision, upgrades and some pretty funny racing are just a few of the features, definitely worth the asking price for this alone. Great! This starter starts off well, but, due to clumsy controls and poor presentation, it is a rather incomplete and unplayable Super Sprint



with moderate racing game. Finally, Volume 3 is a strange adventure with action game, which looks like, yet, if you have the patience to get into it, is a fairly playable game.

All in all, some varied and diverse selections available. Our reviewer here is volume 1, you know your money, you make your choice...



the cult classic collection



Computer
Amiga
April 91

ZERO 87%

"...the best game
of the '80s 'N' slash
'90s." **TM**



Computer
Amiga
April 91

ACE 94%

"...a Design
with a
greater
journey
into the
world of
Cybernetics." **TM**



Computer
Amiga
April 91

CU Amps 90%

"...a Design
with a
greater
journey
into the
world of
Cybernetics." **TM**



Computer
Amiga
April 91

ZERO 88%

"The scrolling
action and colour
are all of a high
standard, but it's the
play that sets the day
this is particularly true
of the two-player
version, but even for
one player, the action
is tough and just keeps
on going... War Zone
is an excellent arcade
shoot-em-up." **TM**

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Reviews!

Just around the Corner

There's a host of great new titles coming out in the next few months. Kicking off with *Visions* new chopper game, then, for good measure, we've a round-up of gremlin's forthcoming attractions.

SEEK AND DESTROY

Vision

Few are talking to the skies above Haiti's jungles and deserts and heavily-fortified enemy compounds? Well, it's far in the east flying a state-of-the-art attack helicopter in *Snatch and Grasp*. That's the message from Vipers at their latest show—set-up which will be listening in way less the usual very soon.

The game-style bottom furries (top left) are a type of attack-and-destroy game. There's a first-eye perspective on your dropper as it flies through each stage hurtling down the enemy hives. It looks good, with elegant, sweeping, unobscured control mechanisms and some excellent space-mechanics really sweeping you up in the frenetic gameplay. Expect your later missions to swing close to the surface, as the attack gets hotter and hotter!

There are loads of freebies to compete, each with great targets to seek out and destroy before you get taken to the safe haven of an allied base. Before each battle, you're given a mission briefing explaining your targets and mission is the mission objectives.

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showing the previous ground-beam and subslab, as well as your home-logs. The indicator at the bottom left of the screen highlights the damage your insurer's sustained.

It's also vital to keep a check on your fuel gauge, while there's only a limited supply of most of the clapper's weaponry. Fuel canisters replaced by loading on moving supply depots after destroying their defenses. This also applies to your shields, which are replenished at the same time.

The ship has a load of 10-foot wingtips. Flares are the standard machine guns, anti-ground missiles and even a few missiles to keep it low. Wingtips are the weapons through the 77 hoops — they can also be substituted by collecting the foam, repeating after you've taken out some, and so on.

There's no coaching the high-reality theater's appeal — its action all the way. Fusing in the most of your points into one is what's new. Transferring it to a multi-media form is how that. Present your point with style.



Under er!

GREMLIN'S GOODIES

These busy bastards down at Gremlin Graphics are hard at work preparing a host of top titles — no evil over the-horror and read on as we take a peek at the goodies Gremlin are expecting to serve up soon!

Gone to the Devil!

Way back in issue five, we gave you the lowdown on a crazy new game. Gremlin had in the pipeline. *Lair/Dial* it's now very rare to find and looks to be a stunning addition to the Gremlin library.



This is definitely the game deserving most of our attention — since we got a look at it recently, it's been the talk of the AMA/AFDACE officials.

Taking the role of Morris Aarti-Aarti (Doppelgänger) (your name made) you

must be the last city of the underworld. The entrance to which just happens to be in Mad Mo's collar.

To make matters worse, Morris, out-thinks by a nose. (You're a drink from a pool of water (Hygiene: drop there). The consequence of this rash act is a remarkable

transformation — small little Morris becomes the mighty Lair/Dial!

This guy is one ugly bastard! All points to him and enough. However, there's what we've seen of him. He's a guy in the middle piece of carbon animation. Gremlin describe him and his actions as not only funny, seeing the game

makes it easy to see why it looks to be original. The graphics are stunning and the

music, puzzles and evil monsters are seriously cutting.

The three years of development that went into *Lair/Dial* look to be well spent. There are five levels and 90

puzzle points to battle through before Mad Mo can find the fountain of immortality and enjoyment. He's old! Look. Expect us to be seeing about all of them in the next issue.

Best of the rest

There are other goodies coming down from Gremlin that we should mention. *Knack 2* and *Knack 3* are both of which have the potential to be big hits. *Knack 2* will see you to save the human race from destruction (being saved or not, not again), before it's overrun by alien forces. Doing this means exploring and conquering six different alien worlds.

It's vital to enter these planets for the nature resources that can save mankind. While at the same time heading off alien attacks.

Gremlin call it. The most competitive strategy game ever? We'll help you decide on the basis of this in the next issue.

Gremlin intend us to really if we want things enough to *Knack 2* (Strange question maybe, but they're pretty proud of the sequel to the *Knack* hit 2001).

We promised *Knack 2* last issue, but it's worthy of another mention just so we can say we'll check out the super smooth scrolling soon. There we said it!

Finally, *Legend of Gremlin* is an adventure featuring against the dark forces of evil in the world. You have to carefully choose a party of warriors to seek out hidden artifacts whose power destroys the evil that has the world in a grip.

Like all the other forthcoming titles, expect more news in the next issue.



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nine mail

■ AMIGA 6000
You've really put the cat among the paws! I've enjoyed playing this first one, Mark — I've been playing it out with Mark & at this and your advice discussing the question I'd jump for Sam! Soccer is all three questions, but Sam indicates that Sam's top in eyes one and three. It's a matter of taste — some prefer the slightly larger graphics on the while closer to the standard control of Sensible Soccer. We agree O'Brien for his opinion, but he handled something about balls and sticks and what not. A lot of pushing in needed before you can make your decision.

Chris

A new page, a new letters page and the return of regular letters, Supreme, and advanced Editor, Chris Marks.

Not content with risking his own health by acrobatic and playing football, he's now decided to set up a team comprising many of the A-FOUR writers. There's boss boy Keith in goal, design boy Lucas and GMYF boy Joe in defense, and BOGA FORCE MEGA boy who is midfield, with Ed boy up front. Tips boy wanted to be manager, but he couldn't organize a brew up of a tea party (or something like that), and, anyway, he had to go to the doctors, when we played the first match (7.30pm in the freezing cold). He's now been relegated to stand observer. Results and expert analysis next issue.

In the meantime, give us according to shovels and shovels about us we read our weekly flake by reading your letters, flake and needs in FORCE NINE MAIL, AMIGA FORCE, Impact Magazine, Lodiore, Shepperton EFB 14W.

FOOTBALL FANATIC

Dear AMIGA FORCE

Firstly I would like to say that I'm really pleased with December issue's new and tips look and that your magazine is great. Please could you answer my questions:

- 1 Is Sensible Soccer '92/93 better than Goal?
- 2 Is Sensible Soccer '92/93 better than Kick Off '93?
- 3 What is the best football game on the Amiga?

Thank you for your mail.

Mark Palmer, Dorset, Dorset, Kent

SEASON GREETINGS

Dear Gags, Gals and Sub-Editors
Many thanks and a prosperous New Year! I hope your good work continues for at least another glorious 11 months. Just one thing — how about a couple more Action Replay codes in the tips section?

Garg! "good will to all" Booth, Ramsgate, Kent

P.S. Hansard: Christmas isn't just about giving and getting presents, it's about giving advice and eating as much turkey as you prefer!

■ Actually I never remember much about Christmas, and, I suppose you must be right. I'll catch the ship over XMP and make sure that I get you some more Action Replay codes. Can't say later than that, can I?
Chris

Thanks to David Chapman for his cool photo of Mollie & Billa, Alfred O'Brien and co.



DUMBFOUND-ING D-PAINT

Dear AMIGA FORCE

Congratulations on your really brilliant magazine! I love all those boring old magazines with computer!

I have a lovely little picture of Super Pop Cool Girls from Sensible Football, Dory and Alfred O'Brien on Deluxe Paint 3 but then when I had finished I had saving a file and time again. But kept telling me I needed a water-cooled brain.

As I had only used DPaint 3 a few times before I didn't know what she was. So I downloaded the DPaint 3 looked like I had to look and couldn't find anything to save my work. So I had to give up. Could you please tell me how to save my work please?

Anyway I have finished in picture that I think you will like (probably). Oh, and just one more thing. There is a man who lives across the road from me with a computer (the same as mine at Amiga 6000). I think the way that I can send messages to him using my Amiga?

Boris Chapman, Lonsdale, Middles

■ Your problem is that you are trying to save in the wrong place! — go to the picture menu and save your picture there. Hopefully this should deal with your problem — if you do having further difficulties then contact the club and latest of CA, who will be more than willing to help!

As for contacting your friend across the road via a Gamma package and modem. It can be a bit expensive, though — why not just invite him round instead?

Chris

TO BUY OR NOT TO BUY...

Dear AMIGA FORCE

I am in need of a bit of advice. I am at present in owner of a GEM and happy to be receiving COMMODORE FORCE every month for the past seven years.

I am now moving into the legendary AMIGA FORCE for sale, I'm buying an Amiga. My question — should I (leave the A1200 to better graphics, etc), or what about software? I'm what I've seen it's pretty good.

What about the Amiga, will games like Star Trek be run on this computer? And what is it like for games?

Karin Collins, N. Ireland

P.S. How about a situation round-up?

■ Now that you've moved into bigger and better things, it will get a little more complicated. Here are the first days of old, with their classic multi-task, memory limitations and extra value game colour! You best bet, if you have the money, is the A1200 — most of the games are compatible, with a few new coming out especially for the machine. You will also be able to find up Commodore's CD32 to the machine, effectively making it a CD32.

A bit round-up? Already done, table — check out back issues time and time for more info on how the games look.

Chris

LITTLE OR LARGE?

To all at A-FORCE

First off thanks for producing the best Amiga mag on the market. I hope everyone who enters in wins something like that but I'm the lucky and I don't expect the Letter of the Month award for saying that!

However, I'm writing in with a complaint. Why oh why oh why do you bother printing letters like Graham the Possum's crap scribbles in issue 127? Who does this guy think he is? So he wrote the letters of everyone else who writes into AMIGA FORCE, but not his own? What a conceited arrogant, not to say hairless, fool he is!

We may find someone popular Amiga first prize of your magazine's boring, but I hope for a hint that even people don't. Personally I find people like this fools with their self delusions at humour in the Parades and Martinis world, so he undoubtedly the most irritating fellows in the world. Next time Possum, take a good hard look at yourself before being so eager to criticise others! Hopefully when you're too drunk of a glass to reveal your true nature. Outside the Possum realm, For God's sake grow up!

Gill Roberts, Rochester

■ Well said Gill! I thought that Possum's letter would get some responses, and you've supplied it in full! Personally, I find any attempts by Roberts and Mosher to be funny rather odd — apart from Newsweek and Radio 1. What is the best model telephone gals on TV, bring back Little and Large, that's what I say!

Chris

POSTCARDS FROM...

Dear A-FORCE

Having a nice time, having hard, working hard and looking out! Love you!

J Osborne, Birmingham

■ Oh yes, please take back as soon as you. Our columns of English as you might know, there is left us. (Yes I know, I'm correcting it — Nick)

Chris

TWENTY QUESTIONS

Dear AMIGA FORCE

I start by saying what an excellent magazine AMIGA FORCE is. Could you please answer these questions?

- 1 Is *Witchcraft* V2 good on the Amiga?
- 2 When will *Model Combat* be released on the Amiga?
- 3 What is *A320 Abuse* on Amiga like (USA version)?
- 4 Why are Marks to stay?
- 5 Will there be *Street Fighter* Turbo on Amiga?
- 6 Will there be *Jungle Strike* or a sequel of *Desert Strike* on the Amiga?
- 7 Could you please do a review on *A320 Abuse* on the Amiga?
- 8 Could you also do reviews and previews of

Jeremy immediately or other send us this appeared panel masterpiece Good on you Jeremy — let's have more!

THORN IN HER SIDE

Dear AMIGA FORCE

David Perry's recent comments that girls enjoying computer games had not gone down well in our household I am, of course, referring to his letter you published in the December issue.

I would like David Perry to know that I'm a 10-year-old computer games fan (who happens to be a girl) and fully support the female reviewer's comments about *Scorcher*.

Why is it that girls aren't allowed to say anything about *Scorcher* without a review of abuse from the boys? Come on David Perry, make up their mother's story in the extreme, as it is out of the date ages now.

Sandra Connors, Glasgow

■ Two right — made it their own when I wrote to David/Roberts with computer games. I'm not to sure if David's comments were some form of protection of women, though — maybe he could write and say we all? I still think that *Scorcher* is a pretty cool game, though — all fire and colour, and rather innovative at that. Anybody else thinks different?

Chris



the latest accessories available on the Amiga?
Ruggerio Berra, Harrow

■ Thanks for the letter Pop — despite the noted questions you're to be rewarded with the Letter of the Month anyway! And just to prove that I'm a good egg at heart (and everywhere else) here's my list of answers:
1 Yes to sure it is! I've tried. Over to the readers on that one.



PRICING POLICIES

Dear AMIGA FORCE

The price of issue No. 90 was ONLY TEMPORARY! So can you tell me why No. 91 is £1.10, £2.00 and £2.00, and is the price going to stay?

P Bradley, Dudley

■ Sorry P, indeed the price stays. A matter of economics — no choice — well, with all the inflation and the interest rates to boot, we had little choice but to sustain the price increase. Hopefully, as we offer great value for money, though! We'll try to squeeze a few more gifts in too, just for you (and thousands of other readers).

Chris

- 2 Pleased about now — read the review for further info!
- 3 One answer given for the answer to the question!
- 4 Because they use early 80s technology and a pretty cheap name to compete with state-of-the-art Amigas from our friends at Commodore. Mind you, the Jaguar doesn't look so bad!
- 5 Yet to hear anything concrete, but you never know! Stranger things have happened and all that.
- 6 Oh! *Desert Strike* was rather successful on the Amiga, so there's no reason why they shouldn't convert the original as well!
- 7 As soon as we receive a game!
- 8 As and when we get something that we think will interest the readers, we'll cover it. Remember, though — first and foremost, we're a games mag, therefore we won't be sacrificing space for non-game related articles.

Chris

Letters!

EX CD-INGLY TEED OFF!

Dear Force Nine Mail

Why was the Amiga CD32 so extensively advertised on the telly — particularly during the run-up to Christmas — when the availability of other kinds of decent CD games continues to be scanty in the land?

The CD32 seems to be going the way of Sega's machines: i.e. it looks like it's impressive when you see it on the telly with its latest graphics and so on, yet when it comes to the meat — the games — where are they?

I suspect the tiddies are reluctant to develop a game for the CD32 because, at present, it must

have a relatively small user base.

With profits linked to game sales, the software companies quite understandably must leave developing a game for the likes of the Mega Drive or Super Nintendo. These machines have a huge number of devotees — and consequently greater potential for sales.

But where does all this leave me and others who took the plunge and bought the Amiga CD32? I believed everything I read at the time: i.e. there would be no shortage of decent CD games at affordable prices!

I am now in danger of becoming a hardened cynic and will certainly treat all future publicity material, whether visual or written, with hefty scepticism.

Is it fair to type a games machine to such a degree, without first testing the software support to go with it? I've read plenty about what's coming up and so on, but having bought my Amiga CD32

some six weeks ago, I am more than fed up NOW!

Matthew Trilliss, Putney, London

■ I can feel the tension from Putney about here in deepest Devon. Matthew — obviously Commodore's showing in *Chessman* hasn't done much for you. Honestly, though, most games are appearing, some of which are reviewed in this very issue, and more featured in next issue's CD special.

You also have to consider the performance of the other CD machines. The Mega CD could prove to be particularly embarrassing for Sega yet — it's hardly set the world alight. Prosaic CDs — a bit of a non-starter — and Nintendo have yet to even acknowledge the market place. Just a little more patience, lad — I may all come together yet.

Chris

Amiga Force Readers' Charts!

- 1 **Frontier — Elite 2**
- 2 **Sensible Soccer**
- 3 **Premier Manager 2**
- 4 **Syndicate**
- 5 **Formula One Grand Prix**

AMIGA FORCE Readers' Chart!

Problems came in abundance when totting up the results of the readers' chart — we just wound for ages trying to figure out why the calculator wouldn't work. Eventually some bright spark suggested turning on the lights — a note said powered up! All Done!

The top five looked a little predictable at first: *Sensible Soccer* leading the way right up until the first week of results. We then had a deluge of votes for *Frontier — Elite 2* and suddenly there was a race on! *Frontier* finally won out by the narrowest of margins (1580 votes!) yet the excitement has only just begun. Unless you wonder just how long it will be able to hold on to that top spot, especially considering the quality of the games that we've seen in this issue.

Sensible Soccer held on to make it to the second position, with *Premier Manager 2* proving to be a real favourite out there in *Amiga-land*. *Syndicate* is obviously turning into something of an underdog, slipping out at number four while *Comix 2* is a rising star. *Formula One Grand Prix* sits a good bit too down to the fifth position.

Keep those votes rolling in — we'll be sure you'll agree: the results are worth the effort!

FRIEND OF A FRIEND

Dear AMIGA FORCE,

I am getting the Desktop Dynamic A1200 pack for Christmas, please could you answer those questions?

1. My friend says that you can use A1200 disks on the A1200, he does that often with his friend.

2. I got *Solo* about a year ago for the A1200?

3. Is *Revengeance of the Goblins* out for the A1200 and can you recommend it?

Christopher Millington, Mughal, Newcastle

■ Hope you had a good Christmas, Chris. In answer to your questions:

1. Does what Chris? Since his friend is a risk taker? Or wasn't he? Yes, you can use many of the A1200 games on the A1200 — if you check out next month's issue of *AMIGA FORCE* review, it will tell you just what games are compatible. Same goes for the A500.

2. If you mean *Super Star Wars* from the 1980s, we don't think it has been set up quite to convert it. There doesn't seem to be any reason why it wouldn't be done — I'm sure the Amiga could handle the graphics and effects. I've heard otherwise than we'll tell you that!

3. I've asked around, but nobody seems to have heard of the game! If anybody out there knows anything, then drop us a line.

Chris

SCORE FLASH!

The boys didn't do well. A 0-3 thrashing was the order of the day, although I did grab a goal for what it's worth. Next up is the Torquay United Supporters Club — if they're anything like the team, it should be a walk-over! More news next issue...

For the last four weeks, I've been hooked on:

1.
2.
3.
4.
5.

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POSTCODE:



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- [illegible]

1. **Introduction**



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amiga
FORCE
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MORTAL

Virgin. £29.99

Thanks to Mega Cereals, Moral Monday and mountains of misbehaving money, Moral Monday's stormed to the forefront of public and consumer attention. Blamed for — and justifiably so in popular view — the Vioxx crisis, *Body's* 10th, though in the game 60-60 season, isn't. Here Virginia and the *Body's* crew discuss the Adkins conspiracy and how you can help.

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

were valued at zero — the trading time is spent on the game with two other players, while those, myself included, had otherwise if the game is finished between the others, after the game is over.

[illegible]

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But the proof of the pudding's in the eating, and although you can't count on the publisher's reviews, are more or less all evident, it's hard to go pretty effortlessly. Painting and printing figures and

■ [mighty] impressive, gay and
gratifying — those thinking moves
are a sight to behold!
[Bowler] it's nice to see in a con-
crete sense to the death!

100



The party, held in an ornate room, attracted, like a magnet, both young and

Time! Meet a team that serves a special menu at exactly the same time.



There's only one choice

W **Wapping**
Belknap, James
Bible, 1840
Synonyms:
wishes, wants
What will he do
Wick — post,
Wicked
Wickedness in
death:
Wickedly
wicked

100

100-1000



KOMBAT Rave review!

42. **rooms** From a plane, using binoculars, the camera, both of the parrots are made promptly than the smaller room. both need to get in close to the bird.

Most designers in the world — the Anglo-American, British, German, Italian, Japanese — are not interested in the world. They are interested in the world as they see it. They are interested in the world as they see it. They are interested in the world as they see it.

[illegible]

Of course, the biggest danger about the danger of inflation is that it will lead to a loss of confidence in the dollar. If that happens, the dollar will lose its status as the world's reserve currency, and the U.S. will be forced to print more money to pay its debts.

It's a good idea to have a good idea of what you're looking for. If you're looking for a good idea of what you're looking for, you should have a good idea of what you're looking for. If you're looking for a good idea of what you're looking for, you should have a good idea of what you're looking for.

with a 100% probability of success.

As you're probably guessed, we're most impressed with Monte Carlo. There are four — five, actually, at a lot of lights, especially if you're only using one drive — and getting a four-player game up and running is more tedious.

However, these are but small pipes. The things are wonderfully formed and are wonderfully finished and strong. But, what is the use of it? It is to give

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

Mark!



TEN THINGS YOU ALWAYS WANTED TO KNOW ABOUT MORTAL KOMBAT

T Originally, the game was to be a Justin Claxton Vase Hockey

2 The sequel, complete with bigger and better characters, is already in production. *Boyz n the City* never performed in Los Angeles.

3 In the second game, the disfigured heads in the pit were those of the programmer and *criticism*.

They used proper nouns for the characters from which they digitized the names, although Sonya was a ballet dancer, just for those special names.

5 *Boogles*, *Roll Zero*, *Reptile* and *Like Kang* are all the same melody. *Johnny Cash* is the offset.

6 Giers was released from a model because Mark Smith refused to do it. [Rogel]

7 If you freeze with both Xmas trees, it shouldn't melt and browned good!

8 There's plenty of merchandise available, including T-shirts, buttons and a comic book.

9 *Wings* is the most popular arcade character; *Johnny Cage* the most successful.

10 Doug, from Virgin, is the German Messiah on German World, and what a bark he took! Watch out for the Christmas special where he's seen hauling two seven-year-olds (dressed as angels) up to the stage. The things people will go through just to be on the radio.

Rave review!

MORTAL KARBACTERS



Johnny Cage

A movie star, martial artist and a bit of a useless git.



Raiden

Teleportation is his specialty — a bit useless against some of the better computer opponents, though.



Scorpion

He of the spear, Scorpion is a hero among the tips boys of this world. Let a bit limited.



Sonya Blade

The most popular arcade character with the most astonishing leg-grab we've seen!



Liu Kang

Taken from the Shaolin Temple. A bit dead ready.



Kano

A little on the slow side, but has a pretty hefty superkick.



Sub Zero

The coolest guy of the bunch, with a rather chilling special move! It even makes his hair blue for some reason!



amiga FORCE Rating!

■ DEVELOPMENT PEOPLE

- TITLES: 2
- PLAYERS: 2
- GENRE: BEAT-'EM-UP
- 100% COMPAT: YES
- HD INSTALL: YES



■ The most addictive, enjoyable and breathtaking beat-'em-up out there.

94

it's a dog's life!



Amiga Power



Amiga Power



Amiga Power



Amiga Power

Amiga Power

66 with great graphics and some *incredibly* boppy soundtracks, it's a platform game that just *drags* along. ☹

Amiga Power

66 The graphics are magnificent, wonderfully drawn and well animated... This is the *best* looking platformer I've played in ages. ☺

Amiga Power

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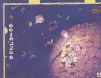


Reviews!

Rich pickings!



Left) Give the heavy bonus items to gain various power-ups.



STARD

■ Daze, £16.99

Get my mail out early on this one — I love it! Standard power things don't have to be complicated to produce an excellent game. It's got bags of playability, traps of artfulness, and an all-around pace. Can't be too bad. Okay, so it's basically a shoot-'em-up meant for the new old Amiga. Well, but so what? If I speak why shoot it?

Stardust, one of those games ending with late in the way of advanced topics. Despite this, it's been greeted with delight in the AMIGA FORCE review. That's because it's good fun, which, after all, is what gamespicking is all about.

Meteor masquerade

The aim of Stardust seems to take over your galaxy. Curiously disguised as a mission, you're already infatuated two worlds and are determined to achieve their reward goal (so it's a straight job, nothing's gotten you here).

Your quest is to move your spaceship around space, following around some of the different levels of alien you find. An on-screen map shows the levels you want to save a world. Each has a varying degree of difficulty, shown on the screen as a mark out of 100. Obviously the further into the game the tougher the alien gets.

The mission path is a variety of colors — the amount of help they can take before exploding depending on how fast they move. Aliens are the enemies, but once you've got them, they turn up and you can use them as your own.

Use that old Amiga, Stardust, mission shows its smaller roots upon exploding. Come down to the alien world and many reasons a burst when released. Each up a small box, exploring the type of bonus on offer — they take in a heart shape, returning you to the original, an X, meaning extra life and a star, giving you a handy alien bomb.

Many of the tougher levels pit you against alien space ships. They take a lot of punishment

before dying, so prepare for tough battles. To help overcome those meeting levels, your ship's equipped with a reactor, letting you unleash the weapon loading every mission.

The ship can go a little, although this only has a limited supply of energy power and it's burning out as I sit at the end of the world. Though, as there are plenty of power-ups available once you've finished a few more.

Progressing into the game, you'll see again ships, as moving into the room to play. Using the ship bar, you'll see the weapon's effect more, allowing you to aim your ship with something powerful (shoot).

The final task in each world is to battle a big bad machine. These bosses are tough enemies, so be prepared for a long war of attrition.

The warp factor

Stardust also has a sub-game for you to play. This is a world's best mission, a very hard mission on a ship — flying into the base you're a new world. However, before you can move

“It's been greeted with delight”

you'll see the ship's bar, as moving into the room to play. Using the ship bar, you'll see the weapon's effect more, allowing you to aim your ship with something powerful (shoot).

If you're interested, it's worth you control the ship through the mission's terrain — a real test of a ship.

Stardust is a very impressive, with fabulous backgrounds, beautiful graphics and amazing sound sequences, while the game design is fairly well thought out. On the second level, you'll see the ship's bar, as moving into the room to play. Using the ship bar, you'll see the weapon's effect more, allowing you to aim your ship with something powerful (shoot).

Stardust is a very impressive, with fabulous backgrounds, beautiful graphics and amazing sound sequences, while the game design is fairly well thought out. On the second level, you'll see the ship's bar, as moving into the room to play. Using the ship bar, you'll see the weapon's effect more, allowing you to aim your ship with something powerful (shoot).

You can't control the scenery, there's too many obstacles to avoid.



UST



Look at all these lovely weapons!



Very nice attention to environmental details to guide you in the world of Myst.



Reviews!



Even though Myst is a very simple game, its long, winding and almost has a certain or too up to the level, in many ways is reminiscent of Asteroids, with a good main line of 1000 (who remembers that C64 classic?). In the main, however, it's not a very simple game, requiring a steady hand and a good eye for detail, while the forests are not only and slowing is the graphics themselves. They're also not only not so good and challenge. Myst is one of the most addictive games I've ever played. Not bad! ■

It's a very nice attention to environmental details to guide you in the world of Myst.



amiga FORCE Rating!

DEVELOPERS: IN-HOUSE
DISKS: 3
PLAYERS: 1
GENRE: SHOOT-EM-UP
100% COMPAT: YES
HIS INSTALL: YES



A highly addictive shoot-'em-up at a surprisingly low price.

90

Reviews!

Rich pickings!

SUBURBAN COMMANDO



**Alternative,
£16.99**

Not long ago, Suburban Commando, a truly hilarious starring Hank Hogan, America's greatest winning personality, was released. In their wisdom Activision released the game of the film — adding the question has to be asked: Why did they bother it? Suffice to say I find this is a very poor game indeed.

Before answering why, let's look at the game scenario. In the first, Hank played the part of their Hammer, a sophisticated commando. This is your role. You control a rather short and ugly version of the famous Hulkster as he battles through seven different stages.

Stage 1 involves a rat the galaxy of the deceased General Suter's evil forces — this quest begins deep in space with Suter behind his attack ship's controls. However, the battle to destroy the sub-atomic General proves a complicated one. You control Suter as he struggles against the General's forces and finally comes off the General himself.

“A poor quality effort”

You begin deep in space, appreciating Suter's membership. At this stage the game's a potentially exciting shoot-'em-up and an extremely mad-one at that. There are loads of alien ships to battle before you complete the stage — the problem is most of them take so much time to destroy they're on top of you before you can avoid them. This makes it more an exercise in dodging the aliens, so attempting to shoot them is really too risky.

Along the way there are plenty of power-ups to collect including extra speed, extra lives and a longer weapon. The weapons available are all from the usual shoot-'em-up arsenal and take in three easy-to-use, naming missiles and the others. It helps to collect these as it makes the often devastating just a bit easier.

Once this stage is completed, the shoot-'em-up becomes a close-quitting, back-the-laden platformer as you enter the membership. These stages have to be finished before Suter can make

the journey to Earth.

You travel around the ship on foot, although you can also use the pre-powered boots (step a warning to reach otherwise impossible platforms). These boots don't have an on/off switch, but supply through. They can only be used when you find one of the fuel cans dotted about the ship and before you.

Getting to Earth means defeating Suter's champion. He is a mean, fast-firing bad guy who stops at nothing to block your progress.

Final levels all take place on the streets of Los Angeles, somewhere in the city the parts you require to repair your ship are hidden. To help you get round the city it's imperative to make full use of the tools at your disposal. There are springs in many of the streets (also known as pits if you're there), which don't stop help your progress on stages such as the 'Skyrocket' climb.

Out to stop you take a host of facilities ranging from Street Points (making the it better to Suter's Hammer) to General Suter's (which you off). To defeat them means using Hank's amazing skills. Your character can punch and kick opponents. He can also perform quick rolls to avoid attacks. Attacks come from all directions (they can be in the form of a hot light knife attack or gunfire).

The problem with the fighting sequences on all levels is that they're of excitement and realism. The same reason. Hank is so busy his little arms and legs barely reach opponents. This means you often get pushed because you're trying to get in close enough to hit the enemy.

These little arms helped by poor quality graphics. Right from the beginning in the shoot-'em-up stage, the animation and movement are sub standard. They're all very jumpy causing the gameplay itself to suffer. Basically if this game was a writer it would have submitted before even reaching the ring. A poor quality effort to reproduce a bit like Suter's evil quest!

Hank Hogan's going through the motions. All swinging, all standing and all a bit disappointing. He really should have stuck to the modelling.



The time!

To get through the levels that the control seems always played nearby.

amiga FORCE Ratings!

DEVELOPER: IN-HOUSE
GAMES: 1
PLAYERS: 1
GENRE: SHOOT/PLATFORM
1000 COMPAT: YES
NO INSTALL: NO



A mixture of genres that fails to excite.

49

Chris!

REVIEWS!

Rich pickings!



Peacocks and Beasts are your friends for this deadly chase.



(Right) Grab the (B) icons to save yourself a handy bonus reward.



MEAN ARE

ICE, ETBA

As it begins with the premiere of the year 2050 and the attack for the world's population. Mass unemployment is seen the inevitable result of the automation of every aspect of life. Television is no longer just a source of entertainment. Instead, it's the only industry available to the government to control greed.

As the demand for spectacular sight shows increases, game shows become more and more deadly. This is taken to its ultimate conclusion with the creation of *Mean Aminals*, where deadly results are guaranteed. However, success brings unimaginable riches for the poverty-stricken contestants.

I couldn't help but notice the remarkable similarity between the plot of *Mean Aminals* and that of the Stephen King novel, *Running Man*, also a blockbuster movie starring dear old Arnie Schwarzenegger. The game also has more than a passing resemblance to the arcade hit *Death by*. All I'm saying is this is not exactly the original

concept, but then again, is it? *Mean Aminals* is one heck of a game, although just missing out on the coveted award of an AMIGA FORCE News Review!

Mean and deadly

In another sense this game is slightly similar to the classic *Peacocks* business patrol a grid made up of walled streets and deadly hazards. Contestants rush around each level intent on collecting all the coins from the grid to move onto the next stage.

In most cases there are no time limits, so it's just a battle against the guardians and hazards. However, there are speed levels in which you lose a life if you fail to beat the clock. There are no level guardians here, but the arena contains more hazards and puzzle elements.

The goal here is to *Mean Aminals* is its addictiveness. From the description given I assume to have little to it. This is far from the truth. There are 30 levels of frantic activity to be fought through to claim the ultimate prize, each packed with loads of great features making the gameplay unending. The speed

at the action and the numerous updates continuously add significantly to the game's overall atmosphere.

While coins may be the most important thing to collect, it is also to use the bonuses defined around each level to fend off the guardians and power up your character. These bonuses include extra weapons, such as a laser rifle and a smart bomb, killing everything on screen. The latter's setting out bonus, grant you extra events when collected and speed boots give you a greater chance to evade the guardians.

The guardians are vicious robots, patrolling most of the levels and are programmed to kill anyone they meet. They can be lured out with the gun, but there are plenty of other ways to teach them a bit of humility. Goldenrod reward the levels are for shields for your character to collect, which destroy everything it touches. There are also clock symbols leading the robots for a short period of time. Another tip is to use the blocks changing the grid shape when walked over causing the guardians. The bonus being, but is an effective weapon if a guardian is standing by one of the

Reviews!

Rich pickings!

PINBALL SPECIAL EDITION

21st Century Entertainment, £34.99

W hat can you say about these games that haven't been sold already — at least 500 times? It's only pinball! someone said. Yeah, right. The Amiga's only a computer, but a damn clever one being fed millions of bits of data from these games. What can't it do? The games go for these prices. What can't it do? The games go for these prices. What can't it do? The games go for these prices.

There are eight tables on offer, each of the two games, pinballing (but tables vary). They're about two and a half inches tall, the alloy-etched looking, following the flat. All are packed with images and sounds, so let's take a look at them.

DREAMS

6 games with a Flash Gordon-style rock guitar and a 1000 circular buttons. (Guitar looks like a table, although been known to fly). (This isn't) but they're not, but look at the whole down table.

6 Metal Wheel. One for the last-uppers (this has it). It's the rings and you're on the right track, but each out for ten on the line.

6 Metal Wheel. This most complicated of the Pinball Dreams tables. Bear (for) puts the emphasis firmly on rings and crates. With more lights than a 1970s disco, this one's funnier than Michael Jackson.

6 Galaxy. No collection of pinball tables is complete without the traditional galaxy one. Perhaps Galaxy was the inspiration for the later *Blues* and *Blues*.

FANTASIES

6 Storm and Blower. This is a game where the 4 Forces. Taking it from the 1000's to the 1000's. (This isn't) but they're not, but look at the whole down table.

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6 Wilson Doctor Gameshow. There are points, goals or other in this table, but it's a game based on all of our best pinballers. A free Paper table, the simplest, is on table targeting — hitting the correct number on of targets before using the table's greatly enhanced your score.

6 Speed Drive. Put the pinball in the metal for the clocked table, but play it like the ball side down the side drive! Another free a figure table, it's the easiest in the Fantasy table. Though this is a table to the side rather than an individual on this one.

6 Fantasy. Probably the easiest of the four tables — for the beginner anyway. The chess and devices are for new & available than it is, so this is the ideal place to start.

The Fantasy table is a definite improvement on the easily-avoided Doctor models. The device is stronger and the table as a whole feel a lot better without being outdated. There's a real room for improvement, but it's not a bad one. (This isn't) but they're not, but look at the whole down table.

With games of this quality, I bet you're wondering why the reviewer got such a relatively weak mark. Easy — for two games of this type, one of which was produced with more Amiga, a £34.99 price tag is quite handsome. Even so, both games are great — if you're neither offering and can't find a pinballer, seriously, go for it.

amiga Rating!

DEVELOPER	INCLUDES
SEVEN 2	PLAYERS: 1
GENRE: ACTION	1000 COMPAT: YES
NO INSTALL: YES	



78 An excellent compilation, although it really should be at least £10 cheaper.

Mark!

6 Space right — there's a lot of the game's been sold already, but it's only pinball! someone said. Yeah, right. The Amiga's only a computer, but a damn clever one being fed millions of bits of data from these games. What can't it do? The games go for these prices. What can't it do? The games go for these prices.



Tip!

Check out this month's tip for the lowdown on the Amiga!



Both games are great

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Reviews!

Meat!

Although mostly a very ordinary-looking game, since you actually don't play Jet Strike, it's not such a bad game after all. No rewards for the graphics, although they aren't that bad — it's the gameplay and variety within that will grab you most.

The missions themselves range from simply flying over a target in order to take a shipment to more dangerous rescue missions. With the number of aircraft on offer (some of which seem to want to fly in a straight line when I'm at the cockpit) and these missions, it's the kind of game that will keep you coming back one and again (bitch-earn). A good, solid game. ■

JET STRIKE

■ Rasputin, £25.99

Once again, this world's future is in your hands in the latest game from Rasputin Software. The evil organisation SPUDG (some of those initials what you will) is determined to destroy the world as we know it. Your mission is to take out their operations before they achieve their goal. It's not going to be easy, especially with the controls on this game, but, if you're tough enough, prepare for the thrills and spills of a fast-paced flight game.

The first point is Jet Strike isn't a flight simulator. It isn't got loads of controls and buttons to understand and master before getting into the game. However, the controls do take a lot of getting used to. This isn't a worst too.

responsive when you first begin to play — once the slightest correction sends the plane into a frantic dive or spin, sending you plummeting into a mountain or splashing down into the sea. This means it's always happy to get a pre-cooked result.

Despite these early problems, it's worth persevering. Once you've

got used to the controls, their responsiveness is an asset, making for a flight game I actually enjoy. The main reason for this is that, when it's not being flight-sim features, such as checking your oil, oil speed and engine, the gameplay's actually most around this simulation. Your plane's represented on screen in a side-on scrolling perspective, rather than the usual pilot's view of most simulations. This makes for a much more immediate and action-packed experience. Definitely more fun than a flight-sim, but then again I'm a fully paid-up member of the anti-sim brigade.

High in the sky

Once into the game there are a number of options — for example you can choose a two-player mode against the clock with the only aid of Rasputin's

There are ten missions to mix through the clock, being to destroy your opponent by capturing the missile in the fastest possible time. The players take it in turn to attack each mission, with a choice of planes to fly.

In the combat, you can choose from 100 linked missions to complete across a wide variety of terrains. Expect to fly at night, in the fog, an spying missions and an rescue operations to name but a few.

These missions demand detailed knowledge of the control mechanisms. As I said, they're tough to master, so it's advisable to spend plenty of time practising in the training options. Learning how to fly the aircraft takes patience, but the mission missions are an excellent arena in which to learn.

Once into the combat the different missions require specific planes to accomplish specialised operations. There's a choice of 40 aircraft and 40 contrasting weapons, so the skill lies in selecting the right combinations to succeed.

“More fun than a flight-sim”

Plenty of practice

Jet Strike requires plenty of time to master and play. It's certainly not a game to complete in a couple of hours. Having said that, it's still a hell of a lot more enjoyable than most flight-simulators.

The graphics aren't exceptional, but they complement the gameplay and make it easy to follow the game. Your plane's only a small image on screen while the backgrounds are fairly basic. There are some well-designed animations, but these are perhaps to the game's playability. Basically this is a well-presented and, ultimately, satisfying game, most if it's a bit on the time-consuming side. Despite this, Jet Strike's enjoyable for both fans of flight-sim and arcade games alike.

Chris!

If there were you, you'd be a champion on the previous levels, effectively winning the game.

The time!



amiga
FORCE Re-charge!

- DEVELOPERS: IN HOUSE
- MODELS: 3
- PLAYERS: 2
- GENRES: ARCADE (SIM)
- 12MB COMPACT DISC
- NO INSTALL, NO



It's a difficult game to get the hang of, but worth persevering with.

79

Reviews!

Rich pickings!



Called more than one creature at a time for increasing your speed, but don't forget to slay 'em!

The Fun!

MAGIC BOY

■ Empire, £24.99

In every child there's always one young scoundrel thinking he knows it all. At the School of Sorcery, little Hewlett's just a fourth-tier cleric for his own good. Top of the class, passed all his magic exams with flying colours, he's the Wizard's golden boy. Until one day he slips behind after class to play about in the spell laboratory. In his excitement he slips past the trap-door to the basement, releasing all the Wizard's worst pets.

You've got until morning to help little Hewlett round up all the magic creatures, returning them to the basement before the Grand Wizard arrives to take the day's lessons. That teaches you for being such a clever doper.

Magic Boy has four worlds to go hunting in: Sand Land, Wet World, Plain Place and Future Zone, each made up of eight levels. Beginning in Sand Land you're given the first four levels to complete in any order. Once these are finished the second four levels have to be completed in progress to the next stage.

Magical, monstrous mayhem!

Completing a level means finding all the creatures, slaying them with a blast from your magic wand and collecting them in your tank. To send them back to the basement, simply pull down on the joystick and watch the magical monster whizz off the bottom of the screen. Touching any of the creatures before slaying them leaves you one life. You've three in play with, so it's vital to take each stage with care. There are also three bonuses allowing you to return to the exact stage of the game you finished on, minus any bonuses you collected on the way.

There are dotted around each level and rewarded by a coin, with occasional secrets. Boosting them releases first, giving extra points and magical power for the next level. Among these secrets are hidden areas, most fire and lightning via lightning creatures just out of reach.

There are plenty of chances to get a bonus and they're extremely easy to reach, so there's no real challenge. It means bonuses soon become so more than a chore that a handy worth collecting about. With so many to choose from, I ended up just getting the ones directly in my way. Anything else is simply too much trouble!

Hardly humorous

Magic Boy is down by number one problem for a start. It never is. It's a game, it's not a joke, regulated by a calm, cerebral character and subtle creatures. On all issues it fails. The graphics are very average while the theme tune can only be described as an unique rendition of the Pipework soundtrack. All these faults combine to ensure the gameplay rapidly becomes irritating. I hate cartoons such as this, mainly because they're all so repetitive.

The biggest gross, however, concerns the game's poor play. Nothing hits even nearly respects to Magic Boy. For the further you progress the more varied creatures and backgrounds there are, but this isn't nearly enough to sustain interest. Consequently, you want to give this only after it has gone, well, I certainly did anyway!

Chris!

What a phenomenal young chap, but sadly lacking in the better department. It's fun to play with the wizard's pets, until they all escape!



amiga

Force Rating!

■ DEVELOPER: INDOORS
■ COST: £ 1
■ PLAYERS: 1 OR 2
■ GENRE: PLATFORM
■ 1000 COMPAT: YES
■ HARD INSTALL: NO

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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Disappointing, even for fans of the platform genre.

49

amiga

1 JANUARY 1984

Reviews!

Rich pickings!



Just because a character's plasma means real damage it is make contact with the right body part.

BODY BLOWS GALACTIC



Team 17, £26.99

Resaid in March '88, the original *Body Blows* was a massive hit — it contained brilliant arcade standard action and graphics to make the top Amiga best-seller. Now Team 17 have inevitably produced the sequel, continuing Glen and Junior's exploits. After defeating evil Mee, they've challenged top fighters from every corner of the galaxy to meet in a fight to the death.

Rated by Team 17 as the most superbly executed best-of-the-year, *Body Blows Galactic* has a lot to live up to. I am pleased to report it passes the test with flying colours. Great graphics, and exciting gameplay make this a must-buy for any best-of-the-year.

This is the story of an epic intergalactic competition to find the ultimate Galactic Warrior. There are 12 different characters, each with their own unique skills and attributes, to choose from. Every warrior has special moves inflicting the most damage on the opponent.

Rough and tumble

The player can opt for one of three modes — there's also a two-player feature for meeting it out with a friend. Each player chooses a character to be the champion in a best-of-three knockout, or a one-off bout.

In single-player mode you select one of 12 warriors, but this time you play a computer-controlled fighter to compete against. Battles through six planets, each with different, brilliantly designed backgrounds, against the other



champions. Defeating a warrior means you move onto the next planet and a new challenge. Lose and you are one of your opponents to get a rematch and regain bettered prize.

Finally, there's the Tournament is complete in a great option, letting four or eight contestants to fight their skills against each other. All contestants can play with the same character, making the competition completely even, or each chooses their favourite warrior. Give your warrior a little extra edge.

There are plenty of other options available before the real action starts. You determine the length of each bout, making it 10 or 50 seconds.

Alternatively, switching off the timer makes it a war of attrition.

And, you can decide on one or three rounds, and whether players are forced to show mercy or not.

This is a real option. Turning it on means the warriors stand back, allowing a fellow opponent to recover his wits. Stand it off and, unfortunately, the fight will be a no-holds-barred free-for-all, with the only rule being there are no rules — now that's the way I like it.

Bloody battles

Once players have selected their characters, it's down to the real business, namely sorting out men from boys. Each character has roughly 20 different moves to choose from — the usual kicking, punching and jumping, but on top of these are a host of no-nonsense special moves.



The standard way to activate a move is to hold down the fire button. When the energy bar under the character's name, when it's full your warrior unleashes his toughest move. For example, Don lets fly with a red hot ball, Junior lets loose some kind of energy ball and the mighty Inferno sends forth a torrent of flames.

Obviously the aim of the fight is to knock out the other warrior's energy. If you're in a timed bout, whoever's got the most energy left is the winner.

This is a bloody good time-saver in all senses. The character's life indicator responds; movement is slow and there's no nonsense games between moving the joystick and seeing the favourite character stand his stuff.

On top of this, the game boasts excellent animation of the fighters, with lots of great little extra features, such as the warrior's war cries when they select an opponent. Body Blows Galactic is a winner. If you love best-of-the-year, get hooked by the episode of the galaxy's greatest warriors.

“Great graphics, and sizzling gameplay”



During fights, warriors pause or take time to catch their breath after a just beating — the usual time to use your joystick to bring a character back into the fight.



QJ Controllers

Leaders of the Pack....

Looks to

KILL



The new QJ 80 ProPak 2 is designed to match the best of the new generation of video games for the SGGA MegaDrive. It has a programmable feature which allows any combination of fire button moves to be assigned to a single left or right fire button.

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oooooooooooo

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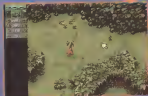
Reviews!

Rich pickings!



Godfathered, there, my fatherly business — it has to do.

CANNON



Mean, kill, destroy, eat dead! There's no doubt that Cannon Fodder brings the best out of the AMIGA FORCE



Chris!

Having already seen an early version of Cannon Fodder, I know just what to expect. Thankfully, it's not as much fun as the beta version, but it's still a challenging war simulator for sold strategists and tactics geeks!

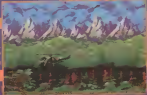
The most intriguing thing about Cannon Fodder is the "beta" version concept. Even as you and I are sitting in a pub, discussing just what the game will be like, you read. There are even "beta" versions of your troops to use. While not much more than a few platoon, the strategy game is a real preview, and a real preview of what's to come.



TEAM BONTON

THE BONTON
LIVE IN THE BONTON, AND
THE BONTON IS THE BONTON

THE BONTON IS THE BONTON
THE BONTON IS THE BONTON



42

amiga

1 JANUARY 1986

Rich pickings!

CdM

the second time around, rather than general labor conditions.



D/GENERA

Every now and then a grade springs up and manages to be brilliant without despairing itself (Katherine Tegen is a gem in this respect), with *Amigdigdon's* flexible, graceful, the narrator's willing to take home also a prose like "write in and compare" (if you wish me) and the sound effects are, um, it's to prove and not to convince.

At a grade-schooler's intelligence, *Deliverance* isn't mean and nasty enough to be truly Cypriote, but the plot wouldn't look out of place in a *Blues Brothers*-type film. The play is meaner, not aided with a package directed for the blood of *Thelma & Louise*.

Their seventh reprint, based on Higgins' (a series of bio-mechanical skeletons created by the duo themselves), has gone haywire and your package's intended recipient (it seems to require a little dependency) is stuck on the 20th floor. You stand on the 20th and find your way up through



The Allegory of Generation comes in just varieties — the AGGeneration took like big red Genies and so everybody to all, the AGGeneration being long like cylinders meaning you without a second's thought, AGGeneration humdrum (diagnose formations) as anything they choose to do so for that awesome AGGeneration... that's a classified project of which you have no knowledge.

The variety of courses is as minimalist as the graphics—big and large it's just opening doors, showing, keeping, saving, keeping, and guiding the odd German employee to safety. So far, looking and repetitive, right? **WACH!** The roomers are instantly put together. No face are alive, and even with all the devices on offer they present a real challenge.

Simply finding which points (yellow triangles) open which doors is key to being strong, and open the wrong door at the wrong time and it's curtains for you or your intended recipient. Some doors need jolts or keys to open, some others won't budge until a



Each room's a challenge in itself.

Leave all your fears and you've only got back to the beginning of the first game's act, so there's no tripping through half the game [just to see two new games a couple of hours later]. You can save your game position to the CDSP's between 96 at non-volatile memory — a password system would make more sense, but this is better than nothing.

© 2006 The Authors
Journal compilation © 2006 Blackwell Publishing Ltd

The *Monkeys* inspired 20 perspective views of a crystal-ball view of the playing area, through tracking diagonally to stay parallel with the walls, a sweeping, especially using the *Chinoise* as the inward journal. This makes learning *Chinoise* with the laser just find early in the game, a little tricky too. Not that this alone is taking fun. The game's mathematics is the network, the mathematics could

in





Mach

With a little help from the gods, the gods reward the player for their faith and their devotion to the gods. It's a game you won't be able to get over.

If you've already got the 'happy version' there's nothing here worth buying, but if you haven't...

Reviews!

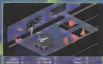


ATION

There's nothing more to say about this one. It's a game you won't be able to get over. It's a game you won't be able to get over. It's a game you won't be able to get over.



With a little help from the gods, the gods reward the player for their faith and their devotion to the gods. It's a game you won't be able to get over.



Tip!

It's a game you won't be able to get over. It's a game you won't be able to get over. It's a game you won't be able to get over.



amiga
Force Rating!

A DEVELOPER: IN-HOUSE
A DIBS: CP
A PLAYERS: 1
A GENRE: ADVENTURE
A TIOO COMPAT: NA
A WID INSTALL: NO



A working arcade adventure and a surprise CD hit.

89
45

■ JANUARY 1994 ■

amiga

HELLO HELLO

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showed up at the show in the first
cutting. Good price, good looks and a
pretty darn good piece — good for
you, dear!

[illegible]

Definition	Example
1. A word or phrase that is used to describe a person or thing.	Adjective: <i>happy</i> , <i>blue</i> , <i>big</i>
2. A word or phrase that is used to describe a person or thing.	Adjective: <i>happy</i> , <i>blue</i> , <i>big</i>
3. A word or phrase that is used to describe a person or thing.	Adjective: <i>happy</i> , <i>blue</i> , <i>big</i>
4. A word or phrase that is used to describe a person or thing.	Adjective: <i>happy</i> , <i>blue</i> , <i>big</i>
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...and the...
...and the...
...and the...

5116

Journal of Management Inquiry 18(1)



(Left) Looks like that dinosaur's looking for a job.



Money — LET'S MEET THE FAMILY NEED.



With the mini-rafts, it's a fun way to enjoy the game's action-packed scenes. It's a fun way to enjoy the game's action-packed scenes. It's a fun way to enjoy the game's action-packed scenes.

It's time!



bank, on the left of a river bank, where there's a big hole to go before reaching the river. Your dinosaur will jump over the hole, and your dinosaur will jump over the hole. Your dinosaur will jump over the hole, and your dinosaur will jump over the hole. Your dinosaur will jump over the hole, and your dinosaur will jump over the hole.

button to take a photograph, catch the photo of the criminal's face and you've solved the crime. It's a fun way to enjoy the game's action-packed scenes. It's a fun way to enjoy the game's action-packed scenes.

Jolly Jurassic Jokes

Dinosaur Detective Agency is a fairly good game. It has some nice touches, such as the way the dinosaur can be seen in the background. It's a fun way to enjoy the game's action-packed scenes.

“Dinosaur DA isn't a bad bet”

amiga
FORCE R-Range!

3 DEVELOPERS IN HOUSE
3 SERIES: 1
3 PLAYERS: 1
3 SERIES: PLATFORM
3 1200 COMPAT: YES
3 HD INSTALL: NO



A decent game for younger players. At only £19.99 it can't be bad.

71

MEAT!

■ JANUARY 1994 ■

amiga

Budget!

The best deals to stick 'em with your brood. They don't like it up 'em!

Budget Bargains!



Mark!

I wish it was to say this game really has had its day. Even in the early '90s it was borderline obsolete. Sure, it's powerful — I won't ever going to win any prize. It's so incredibly pointless, tedious and takes any amount of fun at all. If you enjoy watching strange objects with an umbrella and collecting pieces of fruit, I'd start to worry if I were you. Even as a pleasure this game goes straight in the bottom drawer to collect dust. Come to think of it, during probably offers some entertainment value. **D**



At the end of each stage a big boss awaits. Frankly, this isn't just looking for it!

PARASOL STARS

Hit Squad, £9.99

The game is an action shoot, and on Earth you can't even throw that, how about a couple of shot, but blowing with profits?

Amazingly simple, but that's the secret to Hit Squad's great reviews. It's not hard.

But and Bob, heroes of the Rainbow Islands, are trying to find out what the hell is going on.

It's a simple game, but it's a great one. It's a simple game, but it's a great one. It's a simple game, but it's a great one.

Stinky world
Using the fact of being from the

“Graphics are dull, dated and dreary”

Also, there are weapons to select in each stage — these include fire, lightning and water-cannon. Unfortunately, the weapons are not so good as they seem.

There's a lot of things to do in each stage, but the game is not very challenging. It's a simple game, but it's a great one.

It's a simple game, but it's a great one. It's a simple game, but it's a great one. It's a simple game, but it's a great one.

It's a simple game, but it's a great one. It's a simple game, but it's a great one. It's a simple game, but it's a great one.

It's a simple game, but it's a great one. It's a simple game, but it's a great one. It's a simple game, but it's a great one.

Chris!



The time!

Color the floor in green and it's a mega-dog. Don't let it eat your car!



amiga
Force Rating!

Platform fans may get some satisfaction, but everyone else — cheer cheer.

60

50

amiga

COMPUTER GAMES

CARDIAXX Budget!



■ Time's more important than energy, so don't be afraid to reject ideas that waste time. ■



A rare dud from Team 17



Heck! As soon as you go, this one fails to get off the ground. I usually leave a good knot through scuba, but Cardillo's got meander in his technique control. When the formally well-mannered lie-Deacon ended up throwing me violently around a wall.

The graphics all seem to be very fully designed, however. The slightest change in ship (over your ship) is a noticeable movement, as is a change in direction. Not only much good when you're trying to attack an alien.

Most intense, however, is the need to move slowly across the screen, killing alone, indicated by the computer, before progressing. This is extremely difficult as there is no opportunity to the computer. The final is some fairly good music and a better score.

It was then that I began to feel the intense heat of the sun on my face, and I knew that I was in a dangerous situation. I was alone in the middle of a vast, open field, and I had no way of knowing where I was or how to get out of there. I was in a state of panic, and I knew that I had to do something to survive. I was in a state of panic, and I knew that I had to do something to survive.

Year 12, 2009

Here at AMGA FORCE, we have reviewed Team 17's plans. In their class time together they go by their assigned by name, reviewing classic auto classic. Project X, Body Bites, Alien Breed, but it's a far from endless, but who needs quantity when you've quality like that? Unfortunately, this budget effort does little to enhance their excellent reputation. Its presentation's the right side of acceptable, but the execution is a disaster.

The hilariously scolding about Test-Up isn't the most original of game concepts. But the idea at *Rollercoaster Design* (the game's original publisher) may date in 1980 — Team 17 just bought the publishing rights and tweaked it, instead, into being original by allowing both left and right mood light-on-ride.

I've been thinking about you a lot lately, and I've realized that I need to tell you how much I care. I've been thinking about you a lot lately, and I've realized that I need to tell you how much I care. I've been thinking about you a lot lately, and I've realized that I need to tell you how much I care. I've been thinking about you a lot lately, and I've realized that I need to tell you how much I care.



There are many reasons to visit in December, but in the rainy season the weather is



100

Not that the sailing's the game's only fault. For all its good intentions, the sailing concept offers no freedom at all: as you're told in which direction to fly to reach the next attack wave — you can ignore this instruction, but you won't get very far before dying. In fact, that's

little, say, 10-ton, you can't leave battles unprotected either. The forests are peppered with impossible barriers only opening when the current attack wave's been pointed off. And if that's not enough, there's also an intriguing short time limit on each wave, but not on the "Game Over" (however many times you beat it).

This just encourages you to figure yourself at the wheel, with solid regard for your agency bar. I'd mention the agency bar? Yes, it's that old chemical again. With life in the way of graphics or movies to indicate a bit, all sense of urgency goes out the window and you end up wanting tea-for-the with the bar. And that technical drawing and driving are practice anyway, the machine and road is free.

These are mirror images too, like the ones you see on automatic tellers and not "pinned up"; and the dotted lines which separate you from Team 11, graphite you are top-notch, except for the math system; I hope like the flying on the side. Love,



Budget!

Budget bargains!

The time!

Use your computer's graphics to get your car's speed and a comprehensive...



lan!

Only money is a peculiar sport. Sure, the cars go significantly faster than F1 offerings, but the stakes are not very interesting are they? No, because, no 100 yards, no obstacles, just higher and higher corners designed purely for speed. It might not be fun to watch, but a computer screen can't do that. The only reason it's fun is that the stakes are so high. The only reason it's fun is that the stakes are so high.

As you might guess, I love Indianapolis. Not that, it's very hard to watch, but a computer screen can't do that. The only reason it's fun is that the stakes are so high. The only reason it's fun is that the stakes are so high.

INDIANAPOLIS 500

Hit Squad, £12.99

Wrong games come in two distinct forms. The all-out arcade ones, usually using no less than you can with the fire button pressed as they go. And the simulations, where it's all gears, tyre pressure and the like. The ones who play Indianapolis 500 like to be in the latter. It's the simulation going into the mind of the car's driver, not the mind of the car's driver. It's the simulation going into the mind of the car's driver, not the mind of the car's driver.

I guess you're all up on the track and regulations of Indy car racing. I mean, we're all up on the track and regulations of Indy car racing. I mean, we're all up on the track and regulations of Indy car racing.

The need for speed

To begin with, you can't get for practice. You can't get for practice. You can't get for practice. You can't get for practice. You can't get for practice. You can't get for practice. You can't get for practice.



you need the patience of a saint to get to grips with the control mechanism.

As I said earlier, this is meant to be the definite simulation, so nothing left to take a tactical course just like the real thing I suppose. Plus, the engine, the car's balance, the car's weight and the like. It's everything you need to be in the latter. It's the simulation going into the mind of the car's driver, not the mind of the car's driver.

Too much like hard work.



amiga FORCE Racing!

The mark's only this high to appear in.

44



Budget

[illegible]

■ **Team 17, £10.99**

This is the type of game that shines on a budget build — it's fun, you're just right into the gameplay immediately and it's surprisingly addictive. I enjoyed playing *Overland* while recognizing it would never survive as a full-blown, I recommend it as an extremely tight bit of indie development.

"High

Being a jockey, or the *kyozukuri*, Chirashi seems not very simple — basically the rice, pump and fire crickets go into an egg of a brazier. The vessel of it is to think your way around your liver collecting spirits, passions and yin-yang, while avoiding an accident and so make a kind of a yin-yang out of you.

These come-ups are captured around each level. They include some preexisting extra conditions, others giving you something, answer or extra money and super apple-biting function instantly. I think nothing was it any of these features, but anyway, out of the same is it, the

of dangerous platforms that
are in disrepair, so as to

QWAK

and deeply skulls. Overcoming all these obstacles leads to a world with the wonders of the world, you're in. The hope is to provide these people with speed and the special features are designed to, so that they can be a part of the world.

Question: nothing speeds in the graphics or sound department — it looks and plays like a PC platform. However, for sheer playability, it's a good bet. Basically, it fits a few good hours in the day. It's not a game to lose yourself in. Again, more.

It's not like you're going to be a math whiz when you're 17, so don't expect much from it by planning at the jolly **Chirp** manual. Cheap and cheerful, it will suit.



growth slowly either, and along with each other's friends. Helpful are the younger people. ■

Chris



■ A jelly-like garnet with no predominance of composition.

64

JANUARY 1994



Budget! Budget bargains!

F-29 RETALIATOR

■ Hit Squad, £12.99

Yet another flight-simulator is making the return journey into the budget shelves, courtesy of Hit Squad. This time it's the old classic F-29 Retaliator. Immensely popular the last time round, this game's worth a look for any flight-sim fans who originally missed out.

Even though it's been around for a fair while, F-29 retains a damn fine addition to the budget genre's range of titles — it's a serious simulation leaving nothing to chance.

As you expect, there's a bumper instruction manual with the game. This contains a detailed look at the Grumman X-29 (your plane, a technology somewhere in the early 1980s, with the dream of breaking the ultimate combat barrier plane).

It's a short take-off and landing requirement, is ride-intensive and has a high manoeuvre velocity, ensuring it packs one hell of a punch! Many of these capabilities are still under development in a fourth-generation version of the X-29 (you know enough of the aeronautics addiction: what about the bloody game?) — 100.

Flying high

Right from the outset, in the game's development, those your name is (as placed on the display-board) and become an active pilot — this means you can use the same hot-shit (stunt) routines, with up to six different stunt logs stored at any one time.

Using the function keys gives your pilot a much as (you're Pilot's Assistant, Captain, Major) (aircraft Colonel, Colonel). The higher the rank, the more variety at missions or after — more points are awarded to it higher rank because missions are more complex.

This real logic is to choose your own rank with how to select more — Airman, a real nudge.

containing dummy targets and sensor-controlled vehicles. Middle East, Europe, Florida city in a war between neighbouring nations the Pacific Ocean. Breaking a military blockade by the enemy and Europe, when the nightmare comes true and World War's breaking all once again.

It's best to start in Airman, learning the art of flying your plane before tackling the harder combat missions. This is a tough simulation to get into, so attack by other aircraft, tanks and land-based complexes complicates the learning process. The tricking there, once profound at actually handling the plane's controls.

If you haven't had a test to get into the game, the first, you'll find it a gem. It's a good idea to have a look at the manual and with you a little more to it. It's a good idea to have a look at the manual and with you a little more to it. It's a good idea to have a look at the manual and with you a little more to it.

It's a good idea to have a look at the manual and with you a little more to it. It's a good idea to have a look at the manual and with you a little more to it. It's a good idea to have a look at the manual and with you a little more to it.

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■ To achieve level flight, raise or lower the nose until the indicator indicates zero degrees.



situation. This includes a detailed map of the battle-front and consulting the significant events taking place in the conflict.

There are loads of keyboard controls to get used to which are often a source of anger for beginners of the game. These include: Eject, Satellite, pointing an overhead view, and Autolock. There's a hell of a lot more than this, of course, which is why it's well to become accustomed to flying the plane before you do anything else.

The graphics in the game are a bit dated compared to some of the more advanced flight-simulators out on the market. Even so, this is no way obsolete from the professional test of the game. True, it may be a bit slow in places, which won't appeal to fans who like their games a little more taxing. F-29 Retaliator's a worthy choice.

It's hard to remember flying and, surprisingly, it's addictive. It's no secret: it's a hell of a game, so it's pleasing to see Hit Squad's F-29 back in a budget line.



■ Worth a look for any flight-sim fan.

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Public Domain!

Going

With Osborne trundling back to Ludlow for a winter break (things were too hot for him in Devon), it's left to MARK 'STAND IN' SMITH to do the honours, reporting on the oh-so-fine and not-so-fine releases from the PD and Shrewsbury people!

DEADLINE

Investments, Growth, ETC. (1991)

will be expected to have little effect on the overall rate of change in the number of people in the population aged 15 years and over. The rate of change in the number of people aged 15 years and over is expected to be 0.1% per year, or 1.1% per decade, over the period 2001-2011.



1. The first step is to identify the problem. This involves understanding the current situation and the goals that need to be achieved.



**MADNESS
FIGHTERS 2
A1200**

■ **Robertas Smith DTP**
/ Robertas@smithdtp.com

[illegible]

There's little place to turn for those who get stuck up a wall, while the other members of the 100 go about their computer work and do occasional checks.

THE HOUSE

■ Zentrale Software (Management)

[illegible]

NOW TH

■ Multi Media Machine (PD/SW)
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Public!



It's time to go to a Zenobi Software game. You can't go to the Zenobi Software store, but you can go to the Zenobi Software store.

of Zenobi Software's games, you can go to the Zenobi Software store. You can go to the Zenobi Software store.

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THE QUEST FOR THE HOLY SOMETHING

■ Zenobi Software
(Licenceware)

Throughout the there's been many quests, though none quite like this one! For a start, nobody's actually won what the object of the quest really is — not even the author. However, don't let this put you off — this is another classic Spaceport from Zenobi.

It's a tongue-in-cheek tribute to all the great games of the past — to the more experienced adventures it's like a trip down memory lane. Encountering along the way the delights of *The Princess Crown*, *The Extremely Large Cave*, and the learning metropolis of *Leamthorpe*.

The unassuming hero of the game is Fred Bloggins who's searching for the fabled Holy Something. To help him find it means using some unusual modes of transport. Take the His 3D Blue, a really Bizarre Train and a word Android, the only thing you need to pay some form of entrance fee to use them.

A great little game for avid adventures. Your knowledge of other classic games of the game helps to solve many of the puzzles in *The Quest For The Holy Something*. It's fun, novel and a great quest.



AT'S... 2

The second in the *More Things What I Can Do* Games, CDs offers a further 100 fun and fast games for your CD32 machine, although, again, it suffers from the run-of-the-mill, with many games requiring keyboard or mouse.

Not less better than the former were all originally for the Amiga, hardly making reference to the extra buttons and joysticks on the CD32.

This games that do work with the limited controls of the CD32, although, they're up to the standard of some of the titles on the last set.

APU has the whole idea, the best, using something like a mouse to play, that's why it's a good idea to play it on a CD32. It's a good idea to play it on a CD32.

It's a good idea to play it on a CD32. It's a good idea to play it on a CD32.



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It's a good idea to play it on a CD32. It's a good idea to play it on a CD32.

And, occasionally, when the game's over you can't play another game. Instead, you have to re-start and select the file all over again.

It's a little programming work that goes into this, taking up all the time and cost of the game, which is really couldn't be more than worth the money. It's a little programming work that goes into this, taking up all the time and cost of the game, which is really couldn't be more than worth the money.

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It's a little programming work that goes into this, taking up all the time and cost of the game, which is really couldn't be more than worth the money.

Public Domain!

ASSASSINS DISK 143

■ **Roberta Smith DTP**
(Compilation)

After the preceding collection of three disks, it's time to turn the table into a trap. Even though it's apparently the cards that matter...



INTENSE

After the Zenobi software, which is a very different style, we return to a more traditional, but exciting, approach to the computer games. By the appearance of the game, we know by the look of the graphics that it's a game of the same type as the one we've seen before. It's a game of the same type as the one we've seen before. It's a game of the same type as the one we've seen before.



XATONS

One of the most difficult games to play, Xatons is a game of the same type as the one we've seen before. It's a game of the same type as the one we've seen before. It's a game of the same type as the one we've seen before. It's a game of the same type as the one we've seen before.



PONTON

No other game is more difficult to play than Pontoon. It's a game of the same type as the one we've seen before. It's a game of the same type as the one we've seen before. It's a game of the same type as the one we've seen before. It's a game of the same type as the one we've seen before.



1:A STROLL IN THE BLEAK FOREST

■ **Zenobi Software**
(Licenceware)

These two games are a lot of fun to play. They are the same type as the one we've seen before. They are the same type as the one we've seen before. They are the same type as the one we've seen before.

But if you're having problems with the game, don't worry. It's a game of the same type as the one we've seen before. It's a game of the same type as the one we've seen before. It's a game of the same type as the one we've seen before.



2:JUST ONE OF THOSE DAYS

Both games can be controlled by the mouse keys, the joystick or by keyboard (joystick preferable those: mousejoystick). But never!



around each word trying to avoid the hidden, inhabiting it. He's got a limited supply of bullets to use in the hidden, but they're not really that effective to kill the hidden.

The games are just a lot like the ones we've seen before. They are the same type as the one we've seen before. They are the same type as the one we've seen before. They are the same type as the one we've seen before.

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Faldo in real life" - JOE'S TICK

"The best looking, user friendly and playable
golf game on the Amiga" - THE ONE AMIGA

amiga

FORCE

Playing Tips!

Welcome to yet another selection of tips, players' guides and cut-out and cheats. There's no rest for tips boys, y'know — it's work, work, work and the pay's a bit dire too. But we treat them well, promising that, one day, we'll let them review a game... NOT!

Adams Family	77	History line	79
Albus 320 USA	72	Immortal	79
Baby	77	Impact	79
Balance of Power	77	Legends of Valour	78
Coal Creek Twins	77	Lord of the Rings	74
Crystal Maze	77	More Machines	70
Deep Core	77	Pinball Dreams	66
D/Generation	78	Prohistorik	86
Elite	64	Stellar II	79
Graham Gooch	78	Syndicate	78
Gleebus	78	Unreal	78
Hager	78	Xenon	78

Andrew Braybrook's blast from the Commodore 64 erupts on the Amiga giving the A-FORCE team a worthy candidate for tips. Our players' guide has been put together with loving care and a healthy dose of violent blasting, helping you give those dastardly Dreadnoughts a real whipping!



64 ELITE 2

The first, the only, the definitive beginners guide to Frontier, one of the finest games ever created!

70 MICRO MACHINES

ah, this is what we like to see — obviously some poor fool has been playing away for hours, playing together now and this to help those who have trouble with their machines. The rules are big, bold and bold, and the tips will have you standing to the front of the grid. Never will you need to look at a Micro Machine and question your worth again! (You're running out of time aren't you? — Ed)

PINBALL DREAMS

Maze, fire and golden gates — become a pinball wizard in hours!



HUMANS II HELPLINE

Maze of humanity's problems solved and defeated.

66

THE TRIO

The Trio probably the easiest formation to use. They're very deadly, if they catch you by surprise as they're used with high-powered beams.

As the name suggests, they appear as three large, slow-moving ships. You must one at the top, a second at the bottom and the third in the centre of the screen. It's not worth panicking and following the whole squadron as you're most red with a very hefty bonus.



74

URIDIUM

Playing Tips!

ATTACK WAVES

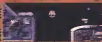
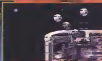
The enemy ships have a variety of attack patterns, all quite easy to avoid. Keep that in mind, if you know how each type of ship's going to move, you'll have you in its sights.



THE WALL

These ships attack in wall formations building an almost impenetrable line of ships from bow to the bottom of the screen. The gun turret in the center of the screen is a good way to spot them as they appear and shoot them down in order to break the line. Use the 10-second delay to your advantage.

If the wall is too close, then move the ship to the bottom left or right and use the gun turret to shoot at them. Destroy the wall and you'll have a better chance of survival.



BONUS SHIP

This one's a real mover. It spends a lot of time in the center of the screen, and it's a good idea to shoot it down as soon as it appears. It's a good idea to shoot it down as soon as it appears.



SLOW MOVERS

The Slow Movers are more of a pain than a problem. They travel at a very steady speed and are easy to destroy with a well-placed shot. However, they become really annoying when you're travelling along the ship at great speed and run ship-long into one. To avoid them, keep an eye on the radar screen for a slow-moving item.



THE ARROW

A new ship class is specially trained to make life feel every time they appear on screen. The formation built up from the ship, forming the head of the arrow and the rest of the line on the right. They make the ship pass, then return in the same formation, but in a different way and flying in all directions.

The key to this ship is to shoot them down as soon as they appear. If you're a bit of an arrow formation, then to shoot them down as soon as they appear. If you're a bit of an arrow formation, then to shoot them down as soon as they appear.



Playing Tips!



ULAMUM

The Ulamum Dreadnoughts move at a snail's pace to facilitate with the fight controls. When approaching the ship, stay low to avoid the active gun emplacements positioned at the top. Stay on the move to avoid attracting mines from the many launchers spread along the very long Dreadnought.

Apart from the mine-launchers and gun emplacements the only other things to watch out for are the many ships sailing along the Dreadnoughts. The bonus ship in this zone drops the anti-missile area shot.

The landing ship's position is on the central part of the ship. Just above the polar stream the large battleship's patrolling. So get that cannon in its eye.



GREEMION

Things start to get really tricky now. It takes a little flying to regulate the gun emplacements on the Dreadnought's deck.

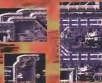
The first line of gunnery units are positioned at the bottom and top of the ship. After you've successfully negotiated these units by flying through the center, drop down below the rest of the remaining mechanical birds soaked in the center of the ship. As you continue along the ship, watch out for many mines patrolling around the craft. These can be taken out with a laser beam.

Halfway along the ship's a large golden boat — avoid it at all costs as one touch can be fatal. This is especially important when soaring back and forth across the ship as it does not show up on radar. The bonus ship carries the awesome smart bomb which it destroys everything on the ship's deck when you coincide the fire button. Use it sparingly, though, as there's only a limited amount of this outstanding weapon.

THE DREADNOUGHTS

Each Dreadnought has its own characteristics and attitude waiting to catch out the unwary Ulamum pilot. However, the A-FORCE engineers have hunted for many hours to produce this sub-guide

helping you survive earlier Dreadnoughts. As with all Dreadnoughts, remembering early warnings and finding that all-important landing strip are crucial.



ORMASTEN

Overcome your first venture into the real world of the Dreadnoughts. You need all your wits to survive the many obstacles and alarms.

On approaching the main ship, drop down to avoid being destroyed by the three gun-turrets situated at the top. Once you've passed them, flip back to take them out, enter this as gun-turrets are set out in groups of three, varying alternately from top to bottom.

The biggest problem on this level are squanders of fast-moving ships sailing in front behind. If you keep varying your movement, not staying on the same level for too long, the ships don't lock onto your craft. Exercise a quick loop backwards if you get caught up in their flight path.

During every the bonus ship rewards you with the bonus weapons. Fly along the ship and you'll be able to see all enemies patrolling on deck. The landing strip is across the Central Core for this Dreadnought is on the centre level at the far right edge of the ship.



Playing Tips!



WINDOW

[illegible]

CENTRAL CORE

Central Cords are the same in all Dorsodistichs, taking a foot trigger finger and slide them away from the spine. The ribs's to strike when their spider controlled shields are farthest away. Stay low and continually pop up shooting at the central brain. Remain on the screen edge to feel the shields and keep moving from one side to the other.

Roach fill on the undergarments. The soldier — who's the design real-world prototype (the shirtless man) — says: Now's the time for really sick, pop-art work as tools fall from the roof. Avoid them, and don't get trapped by the many corner weapons appearing — trying to get Roach's soldier.

Eventually it glances into someone — jumps into it, interpose back to yourself and destroy the



BLACK ITEMS

Dreadnaughts dole out death with destructive intent, the most obvious being gun-turrets. Many are harmless but watch out for those with flashing red lights which launch nasty laser-balls. They're also the only ones which can be destroyed.

Other downside dock-forms are hints — ensure you grab the bonus loans they release when filled. Collect bonus loans to keep bonuses awarded to a minimum and try taking out money first before they've a chance to leave their search party. The only dock-craft you can shoot are those sailing along

Of course, collecting the bomb weapons from a destroyed foe allows a smiling run along the track, dropping hot debris onto enemy fans. The camera, though, as the bombs tend to dry up (just as you get right in the thick of the action).



HOMING MINES

Possible the most brilliant machines ever devised. They launch from various breathtaking environments, including your ship, and they fly. It's not really possible to count them as the top 100 greatest things ever, but

[illegible]

Journal: *Journal of Management Education*



Playing Tips!

Possibly the most explosive and demanding game ever seen on the Amiga, *Frontier's* concept of space travel and trading may well get the better of those new to interplanetary market forces.

Starting Off

There's no really easy to play. You'll be expected to get down to business, though, and you'll be able to start up your own business and start up your own business and start up your own business.



First Step — Fomelhaul

There's a small and quick mission right at the start of the game that will get you started. Use the button board and talk to the person who needs a package taken to Fomelhaul. Make sure you have the right package and location.



FRONTIER

A BEGINNER'S GUIDE

From the Pete Beale turn-of-the-century style of the first '90s, we've moved to the 11th-century existence of a robot trader, there's a few hard and fast rules to learn if you're to survive long enough to get rich. And here about the game: 1. Don't up with the Federation may sound like a easy mission, but the Empire boys are waiting, with the Mafia out for the taking. 2. For a life on the Milky Way.



Sightseeing

There's a small and quick mission right at the start of the game that will get you started. Use the button board and talk to the person who needs a package taken to Fomelhaul. Make sure you have the right package and location.



Making Cargo Space

There's only four tonnes of cargo space in the game. If you're a travelling trader, you'll need to make sure you have enough space to hold your cargo. If you're a travelling trader, you'll need to make sure you have enough space to hold your cargo.



Pinball Dreams has established itself as one of the greatest pinball games ever released on the Amiga. With its outlandish tables, packed with an extensive range of bonuses, it's a game ripe for an AMIGA FORCE players' guide.

TABLE 1 - IGNITION

The Ignition Table is excellent for beginners as they can rack up large scores.

Don't over-use credits on lighting the word, 'IGNITION', as it can cost you more than half of its points. Look for light trails, and LIGHT to get maximum points.



Remember each ball light and propel the ball through the left chain to pick up a bonus. The more times you can hit the left chain, the more points you can score.

Hit each of the three lights to add an extra point to the Ignition word. Light all three and you'll reach the end of the Ignition word.



Flip the ball from the right flipper's top to fire it up the left chain. Launch from the flipper's center to send the ball into the 'LIGHT' target.



Playing Tips!

TABLE 3 -

BEAT BOX

Enter the high-flying world of this record-harvesting, fast-moving, beautiful game. This tablet's a lot cooler than the rest. Don't be fooled by its slow, though, as it's very tricky. Keep the ball in play, it's definitely out there for lightning.



Send your ball up the left ramp or left or right for action.



To light up the green screen, you enter the left screen. Begin your run, and you're in. Remember, the ball is always in the center of the screen.



Remember with dual light on the left. Every time you light the left, the ball light increases by one source. Getting the light to increase also increases the ball light.



The multipliers on this level are very easy to reach. They're the best, almost the top right corner of the table. Target to them, the biggest up and down the table.



Send your ball into the right corner to increase your score. To collect the bonuses you've earned, send the ball into the right corner to increase the score.



There are two real lights in the game used to collect the chips and slow your climb up to number one. The left light, and the right light, is the only one that can be used to collect the chips. The right light is the only one that can be used to collect the chips.



Every time you collect a chip, you enter the left screen. To enter, the ball goes up into a hole in the right screen. Once inside, you're in the game.





Nightmare's the most fun table to play. There are plenty of bonuses to be had and targets to hit. Also in the main big ballshot, there's something to catch from bonus points to the belly.



Playing Tips!



Microphones are at the top of the table and spell out the word! Don't. As with all others, adjust them using the targets to make the left hit an exact score. If you're adding, microphone up is a fairly reliable of ten, you're not an expert yet.

If your left bonus isn't's, leaving the table near left, shoot the ball into the top ball-trap to move one hour closer to the all-included hour of victory.

TABLE 4 - NIGHTMARE

Find the wheel ball round table, using advantage the clock and hour circle to bring it.

When a timing indicator flashes along the table so many times, remember, don't miss your successfully negotiate it time, you receive five million points. Remember you must do this before the top of the top of the table near the left.



Light each target on the left side to add an extra point to the left bonus path. These bonuses can be anything from an extra point to an extra point.



To collect items from bonus path, shoot the ball along the bonus path, repeat directly above each path.



Remember every other of the word "Nightmare" and use modes the existing combinations. It stops at random to reward you with one, but not from the table.

By using the wheel, the ball can be adjusted to the left or right.



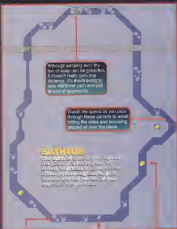
The right bonus path only contains bonus points. To adjust them, you need to hit up all other targets in the right mode.



Playing Tips!

MICRO M

Micro Machines is the wildest and wackiest race game yet to hit the Amiga. The key to success in this mini-marathon's to know each course-layout. To further your racing ambitions, the A-FORCE crew have compiled this helpful set of maps, guiding you through the many pitfalls of miniature-racing.



Although jumping over the bar of soap can be gratifying, it doesn't really push any distance. It's much better to take a shorter path and pull ahead of opponents.

Watch the speed as you pass through these corners to avoid hitting the sides and bouncing around all over the place.

BATHROOM

This bathroom course is designed for the ultimate in chaos. It's a wild, wild world of soap, suds, and bubbles. The track is a dark blue, irregular shape with many loops and turns. It is set against a light blue background with a grid pattern. A red line indicates a specific path through the track. A small car icon is at the start of the track.

Choose the route through the smallest group of bubbles as they slow you down and cost precious seconds.



Coasting the two dials is a real pain, although they can be advantageous by using the jump technique on opponents.



It's down the drain if you don't stay on the lower path, so stay on the straight. Bubbles fall slowly in another part of the course.

Make sure you're on the left-hand side of the track as you approach the jump, preventing a crash about and to your driving career as possible.



Make sure you're on the left-hand side of the track as you approach the jump, preventing a crash about and to your driving career as possible.



DESKTOP

The desktop course really sorts out the skilled drivers from the beginners. Being able to stay on the throttle, through this is a tricky matter after a couple of minutes, it's not easy to do.

At the end of the track, make sure you're on the left-hand side of the track as you approach the jump, preventing a crash about and to your driving career as possible.

Look to the right when you're on the left-hand side of the track, preventing a crash about and to your driving career as possible.

Look to the right when you're on the left-hand side of the track, preventing a crash about and to your driving career as possible.



Make sure you're on the left-hand side of the track as you approach the jump, preventing a crash about and to your driving career as possible.

MACHINES

Playing Tips!



Provide up to full along the straight to gain distance as you jump over the wall.



Watch your speed at full throttle as you leave this point to fly straight through the next set of columns and avoid ground obstacles.



BREAKFAST

Rise and shovel Doritos, swallow and munchies are in abundance as you get to grips with your mission. The default key to slow down on all screens is to just take on your stick, preventing many crashes over the table edge.



As with all levels, if you take the break from the pack, it gives you a bit of time to recover from any mistakes.



It's another shot of which you use with care to avoid flying off the table.



Try playing to the top of the straight to avoid orange cube stones. They slow the car down and can cost the race.



A red arrow is just a hint to help you avoid obstacles and avoid the wall and the ground.



Big Thunder will pass if you don't know how to handle it correctly. Until you're familiar with the course, go around the left of the tower. The car will not be hit but you'll be in a bit of a predicament. Make sure you're in a good position to take the turn.

The best approach to full speed of opponents is by jumping into the air from the top of the wall. You can then jump off the wall and jump off the wall.



GARDEN

It's time to take to the air in the Garden level as you're allowed to use the air. However, don't use all a lot of water with baby water-pump and water heater. This is one garden you've got to escape.



Your main job is to get to the top of the wall. It's not a big deal, but you'll be in a bit of a predicament. Make sure you're in a good position to take the turn.

After negotiating the pool, the only way to win is to jump into the air from the top of the wall. You can then jump off the wall and jump off the wall.

Playing Tips!

You, you yourself, it is the starting line and another corner where you get your advantage by changing all of the time, planning, and strategy.



If you maintain full throttle and keep the bottom of the wheel, it's possible to successfully negotiate the corner.



As you approach the corner, try to keep any nearby car out of the track into the next of the corner.



As you control your car, you are in a position to take a corner, and you are in a position to take a corner.



When you are in a corner, you are in a position to take a corner, and you are in a position to take a corner.



Make sure you are in the right of the corner, or it could be an early bump.

SAND BOX

The Sand Box is a great fun. When you're finished building sandcastles, try your best to build the sandcastle, and you'll be a winner. The Sand Box is a great fun.

Don't worry about speed along here. If you hit the gas, you'll be in a position to take a corner, and you'll be in a position to take a corner.



If you hit the first bump of sand with enough speed, you can hit the second and get ahead of opponents.



WARRIORS

It's time to take to the track, and you'll be in a position to take a corner, and you'll be in a position to take a corner.

This is another turn where you can hit the first bump of sand with enough speed, you can hit the second and get ahead of opponents.



After you've got through the first of the track, you'll be in a position to take a corner, and you'll be in a position to take a corner.





Playing Tips!

...the nearly silent war
with Time squandered
on the 1971-72 season
of the 1971-72 season
of the 1971-72 season
of the 1971-72 season

This one really works, and the Marmosets love the lugs. High speeds may not be as much of a hazard than it truly, especially when screaming inside the lugs.



After racing, it's nice to relax on the back deck with a bit of relaxing destruction! The whole of the Tank Level's heated ground destroying you, so you can gain the advantage. Instead of using racing abilities to pass, simply drive them off of your path. Be careful, though, as opposite tanks are also armed.

If you're too close to an opponent to hit your
with a shot, this is the perfect opportunity to
jump them off the court and into the hospital.

Playing Tips!

Lemmings Lifeline

This month we delve into

Lemmings 2:

The Tribe, focusing on the far and mythical East to solve the **Glued to the Goal** level in the Egyptian Zone. Our second venture

into the territory of suicidal rodents takes us to the strange and mysterious **Shadow Level**, known as the **Land of Oz**. Remember, if you're stuck on any level from **Lemmings**, **Oh No! More Lemmings** or even **Lemmings 2**, write to: **Lemmings Lifeline**, **AMIGA FORCE**, Impact Magazines, Ludlow, Shropshire SY8 1JW. Please remember we need the level you're stuck on as well as the level code.

1

When your first leg-level Lemming reaches the platform edge to his right, turn him into a glue-dropper, building a bridge across the chasm.



GLUED TO THE GOAL Egypt Level

This level has three doorways from which the little green thugs are released. Use glue-throwers wisely to get all three Lemming gangs safely through to the exit.



1

As soon as the first Lemming reaches the stage, let rip with a flame-thrower, burning a pathway under the creature's pressure switch. Just before he leaves the first pit, unleash more hot fury to get past the next switch.



LAND OF OZ Shadow Level

Unfortunately, some rodents are sacrificed allowing the rest of the team to survive. Flame-throwers are your greatest asset. You have enough to finish the zone, but use them sparingly.



2

It's down to the bottom level for the next move. Place your turn the first little green-haired gawk into a flame-thrower to burn through the column to the right.



3

As soon as he reaches the water-filled pit, turn him into a glass-blower, passing his sticky load into the water. Get the next solidified little freak to do the same and repeat the process until the pit's filled.



Playing Tips!

4

After crossing the water you come to a seemingly impossible pit. Drop another load of glass and begin building a bridge. When the first Lomaxing creature crossing the newly-formed bridge reaches about halfway, get him to drop more glass, continuing the bridge to the far side.



5

On reaching the upward slope, convert one Lomaxing into a platform-builder, creating a bridge to the left. The first little guy reaching the potential turns through it opening the pathway to the exit.



6

It's now just a case of guiding the rest of the gang safely to the exit. The team from the top doorway can burn through the two walls with the aid of a flame-thrower.



7

The guys from the middle doorway blaze through the metal block to the right. You need two flame-blasts to burn a safe pathway under the solid block.



2

When you reach the blocks spelling the word GO, turn a path to the inside of the first letter.



3

Use another flame to incinerate the letter's right side, allowing you to burn through the bottom of the next two letters and reach the level below.



4

After dropping off the ledge to the right of the photo, use a filter to top up the large pit enabling you to continue to the right.



5

Use another filter as you pass over the sloped block. This covers the switches, activating the dusty enema above, permitting you to pass safely.



6

Fill the last pit with another filter to cross the last obstacle to the exit.



HUMAN²

THE JURASSIC LEVELS

It's time for more Jurassic-japery with these Cre-Magnon cretins known as the Humans. After last month's massive amount of levels, we present for your deletion solutions for levels 11 to 14.

13

Upon leaving, build a tower to scale the tower. Drop it off the right ledge of the tower. Climb the tower outside ground, climb the red ladder following the rope then alone.

Throw the spear across the large pit allowing the spear, finally human to reach across to the rest of the gang.

After the rope is cut, heading the team up onto the level before walking your way to the top of the ladder. Leave one man on the pressure pad near to the Indians to remove the log from your path. Now use spear and ladder being the new ladder up to the top right ledge. Put your spear in the circular, heading fire to an early game, and avoid the arrow. Use the weapon to found bridge to the end.



11

Take your two men down the left side of the tower, head to the right up to the left ledge and get away all your time to reach the top. The pressure pad near the Indians to remove the log from your path. Now use spear and ladder being the new ladder up to the top right ledge. Put your spear in the circular, heading fire to an early game, and avoid the arrow. Use the weapon to found bridge to the end.

After the rope is cut, heading the team up onto the level before walking your way to the top of the ladder. Leave one man on the pressure pad near to the Indians to remove the log from your path. Now use spear and ladder being the new ladder up to the top right ledge. Put your spear in the circular, heading fire to an early game, and avoid the arrow. Use the weapon to found bridge to the end.

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12

Take the spear to the top of the tower. Climb the tower outside ground, climb the red ladder following the rope then alone. Throw the spear across the large pit allowing the spear, finally human to reach across to the rest of the gang.

After the rope is cut, heading the team up onto the level before walking your way to the top of the ladder. Leave one man on the pressure pad near to the Indians to remove the log from your path. Now use spear and ladder being the new ladder up to the top right ledge. Put your spear in the circular, heading fire to an early game, and avoid the arrow. Use the weapon to found bridge to the end.

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14

Once the spear is in the circular, heading fire to an early game, and avoid the arrow. Use the weapon to found bridge to the end. After the rope is cut, heading the team up onto the level before walking your way to the top of the ladder. Leave one man on the pressure pad near to the Indians to remove the log from your path. Now use spear and ladder being the new ladder up to the top right ledge. Put your spear in the circular, heading fire to an early game, and avoid the arrow. Use the weapon to found bridge to the end.

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TIPS BITS

Playing Tips!

Welcome back again to the section of the mag which is written by the readers for the readers. Having trouble with a game? Then fear not, send your problem in to us here at Time Bits. If one of the 4-FORCE team cannot help you in your hour of need, then one of the many readers may be able to put an end to your worries.

Remember the best tip each month will be rewarded with a free 12-month subscription (if you already have one, then we'll extend it). Don't worry if you are not listed as top tipster, as we put all the other helpers into a hat and reward one of them with a subscription as well. So get writing for TIPS BITS, AMIGA POND, Impact Magazine, Ludlow, Shropshire SY8 1JH

JAMES POND

After reading your fan tip book in issue 12, I found two more secret tunnels in James Pond. To find the first, which is in Level 1, you have to rise all the ladders then go back to the entrance tunnel, swim the water under then jump up onto the rock which is out of the water and push down where you are over the green-covered lot. This transports you to Level 11.

The second is in Level 2. Free all the fish, just to the left of the entrance tunnel is a green-covered lot of rock. Push down over this and it transports you to Level 4. James Mitchell, Luton

Thanks a lot James, we're glad you enjoyed the top book. If anyone out there knows of a way for the top hat on Level 6, then James would be most grateful if you could let him know!

PRINCE OF PERSIA

HIGLI PPPP I am stuck on Level 12 of Prince of Persia which I believe is the last level. I've reached the part of the level where I've climbed up several air streams and am stood atop a platform. Above me is a collapsible walkway. It seems the way to go is to try to get on the walkway then proceed to the left.

The only problem is, I can't get onto the walkway. Every time I try to get onto the walkway it falls away bit by bit until I have taken off the platform I was on, down to my death. AGHH! Can you sort me out or is there somebody out there who can? This is so close to those easy the money prize. Jimmy Coleman, Middlesbrough

Calm down, lad—I'm sure that somebody out there has the answers to your problems. All POPers should drop us a line if you have the answer to Jimmy's dilemma. The games a real challenge get it is a nut that has been cracked.

CUT OUT CHEAT!

Cheats, cheats everywhere... this month and every month we bring you all the latest hints and tips in computer-aided, cut-out format. The more interesting through old magazines every month you want a cheat, just cut out our cheats.

William Tandy

ADDAMS FAMILY

Crystal Dizzy

CRYSTAL DIZZY

Balance of Power

BALANCE OF POWER

Baldy

BALDY

Cool Croc Twins

COOL CROC TWINS

Airbus 320 USA

320 USA

Deep Core

DEEP CORE

Operational


OPERATIONAL

Globus

GLOBUS

Playing Tips!

TREASURE ISLAND DIZZY

 **Q** Editor Brown wrote in to us from western Ireland with this very funny solution and cheats for that old favourite, *Treasure Island Dizzy*. Thanks for the tip, Editor — I'm sure a lot of readers will find them very useful.

Times the empty chest and place it by the rock steps. Jump up and kill this fly for a coin on the bridge. Press fire on the bush next to Honeysuckle, grave for a coin, kill the high fly for a coin, do not touch the twelfth or your controls will be opposite. Press fire on all doorways of houses, some of them have skulls, whilst in the tall trees avoid cages, there are three of them.

Press fire on a red pole for a coin, go to heavy weights and use it on the hanging food. Take the dynamite, go left for the rocket and right for the axe.

Before you enter the water where you started, leave axe and dynamite behind, enter water and pick up dynamite. Take the dynamite and

place both dynamite and dynamite at the blasting area, this will remove the rocks, now take bag of gold. Go back to the water and take dynamite, use it on the rocks on the ground. Go down air tunnel for coins.

If you find that you are stuck do not worry, simply type **EGGSCONFIG** and press "F" to pause the game, now move the joystick in any direction. You'll see that you are free to move anywhere of your choice, now go to the storeman and press "F" to play again, wait that a lot simpler! Give the bag of gold to the storeman in exchange for a boat, go to the bush at the edge of the island next to the water and press fire for a coin. Use this axe on the grave to gain access to magic water. Use the key on the trapdoor on the floor for entry to secret kitchen. Take brandy, go right and take the golden egg, wait until that large boulder gives the egg and brandy to the storeman for a motor and petrol, take them to the boat. Go to the bridge press "F" and go down, press "F" again, now take Honeysuckle treasure. If you go back up through the game you'll get stuck by lightning so you'll need a table. Give the treasure to the storeman for the ladder key.

If you're stuck for the last coin get eaten by a big fish, there's one in his belly. If you go up into


the sky above the sunken ship you'll see the island in the sky. Now you have 43.33 coins get on your boat and sail the boat home.

Congratulations you've completed the game.

The page stick is in the clouds near the left mass and the flippers are in the clouds above the store.

The "F" to do not work unless you type **EGGSCONFIG**.

FLASHBACK

 **Q** Here is a nifty cheat I discovered whilst playing *U.S. Diner's Flashback*. It helps you by letting you walk through walls, doors etc.

1. Go right up next to the wall or door.

2. Hold down fire.

3. Turn the joystick so that you start turning the opposite way.

4. After about two steps in the opposite direction release fire and turn the joystick back the other way.

5. As soon as you approach the door/wall you should start walking through it.

6. If you get stuck, hold fire and walk.

posted
Ian Rutt, Wod

addams family

Level Codes

- 2 — 91R18
- 3 — R1R10
- 4 — R99K&
- 8 — BLJ12



Okay, stop whatever it is you were doing and pay attention! The cheats on these pages have to be cut out, so grab yourself a pair of scissors (make sure that your parents or guardians are present) and get snipping. Now store them all in a good place so that you can refer to them whenever you deem it necessary!

cool croc twins

Trainer

Level codes: 2. TRIAX, 3. DREAM, 4. MUNG, 5. JANK, 6. HENRI, 7. DOORS, 8. FLOYD, 8. BRUNG, 10. NOMEY, 11. HUMAN, 12. GIRLS.

baldi

Press P during the game, then finish the first level. The computer asks where you want to go next. Type **LEVEL 4**, replacing 4 with the level number you want to reach.

balance of power

Mindscapes

Listen to your advisors. You CAN win situations while ignoring their advice, but you usually end up starting WWII.

crystal dozy

CodeMasters

Game Genie

Codes:

Part 2:

(Blockheart's

Pirate Ship) 91J

730 81K

Part 4: (The Ice

Police) 91J 506

24F

globulus

Type **ZMOIEG** (note the capitals) to activate the cheat mode.

d/generation

Millennium

On Level 61, your user name's **SETH** and the password's **QSTRICH**.

deep core

ICE

Type **I NEED OXYGENE** during play to replenish your air. Once **I NEED ENERGY**, or for info everything, try **TRAINER MODE**.

airbus 320 usa

Trainer

Load up your Workbook, find a file on the game disk called **DUMMY**. Change this to **DUMMY.log**, then, when in the game, load as **Dummy**. You now have over 5000 flights to your name and a performance of over 500%.

THE PATRICIAN

A If it's been receiving a lot of post here at the A-PORCE office, all of it crying out for help on the excellent game *The Patrician*. To aid you in your journey to fame and fortune across the seven seas, we've come up with these tips.

Begin the game by losing yourself in Lubeck and having borrowed an inordinate amount of money, start trading between Lubeck and Malmo, taking nine or ten from the first (and wood and wine) from the second. At the beginning of the game, you should concentrate on trading cheap goods such as salt and corn. Later (salt means less risk and high quantities).

Look out for the arrival of the spice fleet. If you choose Quixt Star the spice fleet will already have docked in its quays when you begin the game. When the fleet docks you should sail straight there and buy as much pepper as you can, then stay in stock for a couple of weeks. You will then be able to sell the stock for twice what you paid for it.

There are other commodities that will provide you with an equally fast buck, but you must buy them in the correct locations. For

example, buy fur in Helsingborg and sell them in London. Buy wine in Brugge, oil in Bergen and hemp in Bergen. Purchase salt in Lubeck and sell it in Helsingborg.

There is more to making their trading a fast Trader. You must also increase the turnover with your activities. If you only deal in essential goods such as meat and fish you won't get yourself noticed, or remembered. A little fur may be called for, and some trading in heavy goods.

Once you have enough money, it is a way to spend it is an arena about The cheapest and best stocked is sea is in Helsingborg. All you need do is feed up with hemp, since the other materials you need should be in the store.

DEALING WITH PIRATES

If this is a very business, but if you are selling to run the risk you could end up with ten or nine feet of ships for next to nothing. Hand over a fully armed ship to a crew—as far from your home town as possible—and the pirate will get you every ship he captures, for a price. On the other hand, he may disappear and never be seen again.

Alternatively, sail as a guard-ship in front of the town you know the pirates are heading for

Playing Tips!

and attack them as they enter the port. If you win you will not only get the ship, but also the gratitude and admiration of the townsfolk—an invaluable commodity.

Always ensure you have enough money in the office and that you pay your debts on time. Keep your ships in good condition. Determine in their condition will reduce their capacity. If you have a ship that is a complete wreck then just sell it.

Selling ships at auction is a good way to make money. You can keep the price up by bidding against yourself. If you will need to be very fast on the keyboard, but be careful, don't bid too high or you may end up paying for a ship you already own.

GET POPULAR

The easiest way to win popularity is to throw a party. If you're having problems with the catering side of party throwing, then here are some evaluations too. Build yourself a winehouse and slash 30 percent of the following in it. Meat, Fish, Ale, Wine and Corn. The best



Playing Tips!

sees to throw a feast on between 24th and 31 December. (The same catering arrangements apply for weddings.)

When it comes to getting married, the best bride you will be offered is the grieving widow of a farmer—as a dowry you will get two large sheep.

To become Alderman you need to be Mayor of your Newtown, and have an excellent reputation in several other towns. Join as many guilds as you can and trade between its money towns as possible and see generous with your wealth. If you want to see results you should spend among the Poor as the town really, about 1/3 million the second time, and about 3 million the third time.

Use your warehouse! Buy cheap products like cereals and live or expensive. They all make valuable processed products like beer out of it.

There are many unpredictable elements in the game. Disaster or good fortune may strike at any time. However, one thing is sure, the further into the game you get, the more dangerous the

transport of goods becomes. Equip one of your ships to make conveyance and you not only reduce the risk, but also gain popularity.

MORPH



I am finding it very frustrating playing Morph. Is there any way that you can cheat so you don't have to go back to the beginning every time you switch your computer off?

Hoping you have a solution
S. Sennors, Regent Regis

Well we've searched high and low, but we're stumped on this one too. It's clear to you again, reader — let us know if you come up with anything.

Brat

1. B5-BMMD
2. 48-HMCD3
3. SAS-UTCD3
4. SJ-MATZFE
5. W308TJ03
6. T5ANONO
7. MCBM10
8. W308TJ03
9. M308TJ03
10. ZIMONATO

FIRST SAMURAI



I refer to the Top Data section in the last magazine which referred to the game First Samurai and the code DEFUG to enable you to use as different to walk around levels I have done the first nothing happens.

I would be grateful if you could tell me what I am doing wrong and how to correct it. Hoping you are able to help me. Victor Pys, Glasgow

I'm sorry to inform you Victor that you probably have a different version of the game to the one here at A-MORCE Towers. Hopefully, one of our readers has the same copy of this game at you and will supply the help you are wanting.

The laurels this month go to Adrian Brown for his cracking solution and cheats for Treasure Island Diary. His best rate tips will win him a 12-month subscription. Keep the tips, hints and cheats coming in to us here at Amiga Force.

Immortal, the

Hit Squad

Level Codes
3. CDDFF10004F70,
5. QADDA3100010,
4. SPDFE11001E80,
5. Q9D8443950830,
6. 367FDS3010E41
7. 9810F81010E41,
8. B593071010E41

historyline 1814-1818

Winning

To win most of the time, try retreating behind your fixed artillery, placing long-range units at the front. The enemy often walks straight into a wall of fire.

hugor the horrible

Level Codes

1. PAFEN
2. JYSANR
3. ASDAP
4. Q9D84
5. Q9D84
6. Q9D84
7. Q9D84
8. Q9D84
9. Q9D84
10. Q9D84

graham gough's international cricket

Backlog

When batting, hit the ball then press pause. The bowlers freeze, but you can still keep running by hitting fire.

prehistorik

Hit Squad

After killing the turtle-like creature on the first level, you come to a screen with two dinosaurs becoming up and down. Don't jump over the first one. Instead, jump into it and you fall into a secret room.

lord of the rings

CA

Explore The Shire thoroughly as there are items here you need later in the game. If there's a chest in a room, use the skill PICK LOCK to open it. Pipin Took has this skill.

legends of valour

US Code

Don't sleep on the street — it's illegal and highly dangerous. Get a room instead — the Bearers Tavern has the cheapest rates.

impact

Level Codes

11. G0LS
21. P0LS
31. W0LS
41. P0LS
51. W0LS
61. W0LS
71. W0LS
81. W0LS

xenon 2

Hit Squad

How to spend your cash...
1. 10000 in 1st Year-Book, Buy 10000 in 1st Year-Book
2. 10000 in 1st Year-Book, Buy 10000 in 1st Year-Book
3. 10000 in 1st Year-Book, Buy 10000 in 1st Year-Book
4. 10000 in 1st Year-Book, Buy 10000 in 1st Year-Book
5. 10000 in 1st Year-Book, Buy 10000 in 1st Year-Book
6. 10000 in 1st Year-Book, Buy 10000 in 1st Year-Book
7. 10000 in 1st Year-Book, Buy 10000 in 1st Year-Book
8. 10000 in 1st Year-Book, Buy 10000 in 1st Year-Book
9. 10000 in 1st Year-Book, Buy 10000 in 1st Year-Book
10. 10000 in 1st Year-Book, Buy 10000 in 1st Year-Book

unreal

On the menu screen with the screen, type GADILOGICAL for instantly. Pressing RETURN now stops levels.

syndicate

Electronic Arts

Enter your company name as 'Syndicate' for 1,000,000 credits, or CODE TEAM for extra cash and all weapons and modifiers already researched. WATCH THE CLOCK effects the mission times.

strider II

US Code

Type SWIFT during play to activate the cheat mode.

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Shooting Stardust

It's a great shoot-'em-up, packed with worlds, missions and wavy music. Starblast: get a top review this issue and there's more to come next month. Expect a full player's guide with the lowdown on the levels and tips on taming the extra-terrestrial — don't miss the ultimate guide!



**ISSUE
15 — ON
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